MONSTER MANUAL EXPANDED

Mannix "Dragonix" Manansala

MONSTER MANUAL EXPANDED

SECOND EDITION

Version 2.05

Credits

Design and Development: Dragonix
Website: https://dragonixbooks.com
Facebook: https://www.facebook.com/DragonixDnD
Twitter: @DM_Dragonix

Assistant Writing: Marco Pasamba

Editing: Justin M. Cole, Alain V. Bennett, Jennifer Barnette, Paul Ste. Marie

Art Direction: Dragonix
Art Editing: Sandeson Gonzaga

Cover Illustration: Ruben de Vela (front), Sandeson Gonzaga (back)

Commissioned Illustrations: Art of Neight, Arthur Azaryan, Bad Moon Art, The Creation Studio, Gladys Domalaon, Joshua Esmeralda, Allen Geneta, Sandeson Gonzaga, Daphne Gragera, Mircea Nicula, Mirasand, Miguel Molina, Wilson Nugraha, Clark Ocleasa, Evander Ravanelli, Marlon Ruiz, Vladimir Stanimirov, Nori Teves.

Licensed Illustrations: Bruno Balixa, Sverker Castillo, Daniel Comerci, Dean Spencer, Bob Greyvenstein, Jack Holliday, Todor Hristov, Eric Lofgren, Ramon Lucha, Dennis Saputra, Bryan Syme, Brian Valeza, Tyler Vail, Vilenko Vujicevic, DMG Creator Resource Art.

Page Template and Graphic Elements: Darrin G. Scott (Monster Manual Style Page Background and Graphics), Sandeson Gonzaga

Playtesting: Mycko David, Kirby Gonzaga, Teddy Gonzaga, Makoy Galido Echavez, James Manansala, Marco Pasamba, Raffy San Antonio, TJ Sese, Ace Soliman, Teejay Suaring, Michael Tiongson, Dave Young, Rowell Zaragoza, Wena Zaragoza

About this Book

Within the following 300+ pages are four hundred plus creatures, stat blocks, and lore that can be used for any D&D Campaign. Among the creatures included are 1st, 2nd, and 3rd edition classics as well as original variants. The old favorites returning are the elder orb, gorgimera, lamia noble, margoyle, neo-otyugh, and ultimate tyrant. Some come from the more obscure sources and are probably only familiar to a few: the agarat, gulguthydra, uchuulun, and the urophion.

This bestiary serves as an expansion to the Monster Manual. Almost all creatures from the Monster Manual are represented, with additional lore provided for nearly every new variant. These creatures are not just high-level rehashes of their original bases. As much as possible, each has been thoughtfully designed to provide a different combat experience, enabling the Dungeon Master to startle and catch player characters off guard. Good examples of these are the demon and devil variants that bring back the feel of the classics: vrocks that can perform the dance of ruin, balor lords that can cast spells and dive down like a meteor, and pit fiends with eye beams that can disintegrate their foes.

However, the bestiary's most significant impact will be on the various humanoids and giants, whose ranks swell with multiple archetypes. Berserkers, bruisers, champions, chieftains, shamans, skirmishers, marauders, priests, witch doctors, and many more have been created to provide the Dungeon Master flexibility and a variety of options to populate their lairs. No longer will the Dungeon Master keep using the same type of giant or humanoid in every room the players enter.

In a goblins' lair, for example, you can now have goblin skirmishers and cutthroats mixed in with the regular goblins as guards in the common areas. In worship rooms, you can place shamans and witch doctors. In arcane-type chambers, you can have alchemists and blackblades. In the throne room, you can have the chieftain and goblin bodyguards, as well as a goblin boss serving as its council.

Another thing this bestiary addresses is creating high CR variants of typically low CR creatures. This provides the low CR creatures with boss versions, such as the ankheg brood queen, battle horror, harpy witch, werewolf pack lord, and the various elder hags.

Finally, the Bestiary also provides the Dungeon Master with a handful of epic encounters that should challenge the mightiest of player characters. These include the aboleth overseer, ancient behir, cloaker lord, legendary death knight, greater banshee, greater medusa, lamia queen, oni lord, rakshasa maharaja, shaytan angels, ultimate tyrant, and the vampire lord.

As in the Monster Manual, there will be two appendices following the Bestiary. The first will be assorted creatures that will feature several vermin and beasts, including the returning hatori and sword spider. The second one will be a variety of nonplayer characters, which shall feature both low and high-level archetypes!

On the Cover

I wanted to pay homage to the current Monster Manual, which shows one of my favorite monsters of all time - the beholder. I remember when I first beheld (pun intended) the beholder was when I bought a copy of the Companion Set. I was in awe of its appearance and its powers. I couldn't wait to unleash it on my players. So now that I have created my version of the Ultimate Tyrant, I wanted to show it on this book's cover. The classic edition cover was beautifully crafted by Sandeson Gonzaga. This second edition cover you see on the left is a masterpiece painted by Ruben de Vela. As with all covers of the Monster Manual Expanded series, I wanted to show a dynamic action set piece that clearly presents the scale of the creatures.

Acknowledgement

Dungeons & Dragons, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2021 by Dragonix and published under the Community Content Agreement for Dungeon Masters Guild.

Contents

Main

Aarakocras 5
- Aarakocra Brave 6
- Aarakocra Talon of Syranita 6
- Aarakocra Scout 6

Aboleths 7
- Aboleth Overseer 8
- Aboleth Slime Lord 10
- Skum Beast 11
- Skum Hulk 11
- Skum Minion 11

Angels, Shaytan 12
- Deva, Shaytan 13
- Planetar, Shaytan 13
- Solar, Shaytan 14

Animated Objects 15
- Animated Iron Statue 15
- Animated Stone Statue 15
- Animated Wood Statue 16
- Large Animated Iron Statue 16
- Large Animated Stone Statue 16
- Large Animated Wood Statue 16

Ankhegs 17
- Ankheg Brood Queen 18
- Ankheg Broodling 18
- Ankheg Soldier 18

Azers 19
- Azer Priest of the Flame 19
- Azer Taskmaster 20
- Azer Zealot 20

Banshees, Greater 21
- Banshee, Greater 21
- Banshee, Ancient 22

Basilisk, Greater 23
- Basilisk, Greater 23

Behir 24
- Behir, Ancient 25
- Behir, Young 25

Beholders 26
- Elder Orb 27
- Eye of Flame 28
- Eye of Frost 29
- Ultimate Tyrant 31

Blight 32
- Blight, Ancient 32

Bugbears 33
- Bugbear Bruiser 33
- Bugbear Champion of Hruggek 33
- Bugbear Footpad 34
- Bugbear Priest of Hruggek 34
- Bugbear Marauder 34

Bulette 35
- Bulette, Greater 35

Bullywugs 36
- Bullywug Chieftain 36
- Bullywug Brute 36
- Bullywug Swampstalker 37
- Bullywug Witch Doctor 37

Cambions 38
- Cambion Hell Knight 38
- Cambion Trickster 39
- Cambion Warlock 39

Carrion Crawler 40
- Enormous Carrion Crawler 40

Centaurs 41
- Centaur Champion 41
- Centaur Shaman 42
- Centaur Skirmisher 42

Chimera 43
- Chimera, Ancient 43
- Ankhimera 44
- Gorgimera 45
- Mantimera 46

Chuul 47
- Chuul Juggernaut 47
- Uchuulon 47

Cloakers 48
- Cloaker Lord 48
- Cloaker, Shadow 49

Cockatrice 50
- Cockatrice, Greater 50

Couatl 51
- Couatl, Greater 51

Crawling Claw 52
- Ghastly Claw 52
- Swarm of Crawling Claws 52

Cyclopes 53
- Cyclops Berserker 53
- Cyclops Storm Sorcerer 54
- Cyclops Warlock of the Fey 54
- Cyclopskin 54

Darkmantle 55
- Mindmantle 55

Death Knight, Legendary 56
- Death Knight, Legendary 57

Demons 58
- Balor Lord 58
- Barlgura Abductor 59
- Barlgura Pack Lord 59
- Chasme Tormentor 60
- Glabrezu Deceiver 60
- Goristro Juggernaut 61
- Hezrou Sergeant 62
- Immolith 62
- Marilith General 63
- Nalfeshnee Captain 64
- Shadow Demon, Greater 65
- Vrock Doomsayer 65
- Yochlol Elder 66

Devils 67
- Barbed Devil Captain 67
- Bearded Devil Enforcer 68
- Bone Devil Taskmaster 68
- Chain Devil Inquisitor 69
- Erinyes Dread Champion 70
- Horned Devil Warmaster 71
- Ice Devil Overlord 72
- Pit Fiend Aristocrat 73
- Spined Devil Crippler 74
- Spined Devil Scout 74

Dinosaurs 75
- Mosasaurus 75
- Spinosaurus 75

Displacer Beasts 76
- Displacer Beast Pack lord 76
- Displacer Beast Stalker 76

Doppelgangers 77
- Doppelganger Assassin 77
- Doppelganger Dark Whisperer 78
- Doppelganger Warlock 78

Dragons 79
- Old Black Dragon 79
- Young Adult Black Dragon 79
- Old Blue Dragon 80
- Young Adult Blue Dragon 80
- Old Green Dragon 81
- Young Adult Green Dragon 81
- Old Red Dragon 82
- Young Adult Red Dragon 82
- Old White Dragon 83
- Young Adult White Dragon 83

Driders 84
- Drider Cavestalker 84
- Drider Sorcerer 85
- Drider Warlock 85

Drow 86
- Drow Arcane Guard 86
- Drow Demonbinder 87
- Drow Dread Fang of Lolth 87
- Drow Sergeant 88
- Drow Skirmisher 88

Dryad 89
- Dryad Witch of the Fey 89

Duergar 90
- Duergar Captain 90
- Duergar Champion 91
- Duergar Priest 91
- Duergar High Priest 92

Elementals 93
- Air Elemental, Huge 93
- Air Elemental, Medium 93
- Earth Elemental, Huge 94
- Earth Elemental, Medium 94
- Fire Elemental, Huge 95
- Fire Elemental, Medium 95
- Water Elemental, Huge 96
- Water Elemental, Medium 96

Ettercaps 97
- Ettercap Cavestalker 97
- Ettercap Skulker 98
- Ettercap Spidermaster 98

Ettins 99
- Ettin Bruiser 99
- Ettin Earth Shaman 99

Flameskulls 100
- Flameskull, Eldritch 100
- Flameskull, Greater 100

Fomorians 101
- Fomorian Berserker 101
- Fomorian Shaman 101

Fungi 102
- Phantom Fungus 102
- Phantom Fungus, Giant 102
- Zuggtmoy-Touched Shrieker 103
- Violet Fungus, Giant 103
- Violet Fungus, Monstrous 103

Galeb Duhr 104
- Galeb Duhr, Elder 104
- Galeb Duhr, Greater 104

Gargoyle, Margoyle 105
- Margoyle 105
- Margoyle, Greater 105

Genies, Noble 106
- Dao Great Khan 107
- Dao Overlord 107
- Djinni Grand Caliph 108
- Djinni Wind Warden 109
- Efreeti Sultan 110
- Efreeti Cinderlord 111
- Marid Tidesinger 111
- Marid Padisha 112

Ghosts 113
- Ghost Knight 113
- Ghost Necromancer 114
- Ghost Warlock 114

Ghouls 115
- Adept of Orcus 115
- Agarat 115
- Ghoul Abomination 116
- Lacedon 116

Giants 117
- Cloud Giant Count 118
- Cloud Giant Sorcerer 118
- Fire Giant Captain 119
- Fire Giant Duke 120
- Fire Giant Forgecaller 120
- Frost Giant Jarl 121
- Frost Giant Skald 122
- Frost Giant Priest of Auril 122
- Hill Giant Berserker 124
- Hill Giant Witch Doctor 124
- Hill Giant Chieftain 124
- Stone Giant Earth Shaman 125
- Storm Giant Stormguard 126

Gibbering Horror 127
- Gibbering Horror 127

Gnolls 128
- Gnoll Huntmaster 128
- Gnoll Matriarch 128
- Gnoll Shaman of Yeenoghu 129
- Gnoll Witch Doctor 129

Goblins 130
- Goblin Alchemist 130
- Goblin Blackblade 131
- Goblin Chieftain 131
- Goblin Bodyguard 131
- Goblin Cutthroat 132
- Goblin Shaman 132
- Goblin Skirmisher 133
- Goblin Witch Doctor 133

Golems 134
- Clay Golem Mauler 134
- Flesh Golem Abomination 135
- Stone Golem Sentinel 136
- Iron Golem Juggernaut 137

Gorgon 138
- Gorgon, Greater 138

Greenvise 139
- Greenvise 139

Grells 140
- Grell Patriarch 140
- Grell Philosopher 140

Gricks 141
- Grick Queen 141
- Grick Hatchling 141

Griffons 142
- Griffon Alpha 142
- Griffon of Xvim 142

Grimlocks 143
- Grimlock Brute 143
- Grimlock Cavestalker 143
- Grimlock Chieftain 144
- Grimlock Footpad 144
- Grimlock Shaman 144

Hags, Elder 145
- Green Hag, Elder 145
- Night Hag, Elder 146
- Sea Hag, Elder 147

Half-Dragon Dinosaurs 148
- Half-Black Dragon Bagaceratops 148
- Half-Green Dragon Megaraptor 148
- Half-Red Dragon Allosaurus 149
- Half-Red Dragon T-Rex 149

Harpies 150
- Harpy Witch 150
- Harpy Witch Queen 151

Hell Hound 152
- Nessian Warhound 152

Helmed Horror 153
- Battle Horror 153

Hippogriffs 154
- Hippogriff Alpha 154
- War Hippogriff 154

Hobgoblins 155
- Hobgoblin Dreadmaster 155
- Hobgoblin Scout 155
- Hobgoblin Talon of Tiamat 156
- Hobgoblin Veteran 157
- Hobgoblin War Priest 157

Hook Horrors 158
- Hook Horror Alpha 158
- Hook Horror Clan Mother 158

Hydras 159
- Cryohydra 159
- Fen Hydra 159
- Gulguthydra 160
- Mordant Hydra 161
- Pyrohydra 161

Jackalweres 162
- Jackalwere Beguiler 162
- Jackalwere Deceiver 163
- Jackalwere Thug 163

Kenku 164
- Kenku Gang Boss 164
- Kenku Godfather 165
- Kenku Eagle Claw 165
- Kenku Sneak 165

Kobolds 166
- Dragonwrought Sorcerer 166
- Kobold Skirmisher 166
- Kobold Sneak 167
- Kobold Wyrmpriest 167

Kraken 168
- Young Kraken 168

Kuo-toans 169
- Kuo-toa Exalted Whip 169
- Kuo-toa Harpooner 169
- Kuo-toa Monitor 170
- Kuo-toa Grand Monitor 170

Lamias 171
- Lamia Noble 171
- Lamia Queen 172

Liches 173
- Banelich 173
- Pactlich 174

Lizardfolk 175
Blackscale Bruiser 175
Lizardfolk Berserker 175
Lizardfolk Champion of Sess'innek. 176
Dragonblood Lizardfolk Sorcerer of Tiamat 177
Lizardfolk Swampstalker 178
Lizardfolk Witch Doctor 178
Lycanthropes 179
Dire Werebear 179
Dire Wereboar 179
Dire Weretiger 180
Dire Werewolf 180
Wererat Captain 181
Wererat Pack Lord 181
Wererat Thug 182
Werewolf Pack Lord 182
Manticores 183
Manticore Alpha 183
Manticore Skirmisher 184
Manticore Stalker 184
Medusas 185
Medusa, Greater 185
Medusa, Ancient 186
Merfolk 187
Merfolk Priest 187
Merfolk Scout 187
Merfolk Shaman 187
Merrow 188
Merrow Champion 188
Merrow Shaman 188
Mimics 189
Mimic, Greater 189
Mimic, Enormous 190
Mind Flayers 191
Mind Flayer Assassin 191
Mind Flayer Sorcerer 192
Mind Flayer Warlock 192
Minotaurs 193
Minotaur Berserker 193
Minotaur Savage Bull of Baphomet. 193
Minotaur Earth Shaman 194
Minotaur Warrior 194
Mummies 195
Ettin Mummy 195
Hill Giant Mummy 195
Ogre Mummy 196
Royal Sorcerer Mummy 196
Myconids 197
Myconid Guard 197
Myconid Devoted 197
Nagas, Ancient 198
Bone Naga, Ancient 198
Spirit Naga, Ancient 198
Guardian Naga, Ancient 199
Nightmare 200
Nightmare, Cauchemar 200
Nothics 201
Nothic Eye of Vecna 201
Nothic Mindblight 202
Ogres 203
Ogre Bruiser 203
Ogre Champion of Vaprak 203
Ogre Chieftain 204
Ogre Earth Shaman 204
Ogre Skirmisher 204
Ogre Warhulk 205
Skullcrusher Ogre 205

Oni 206
Oni Night Haunter 206
Oni Magi 207
Oni Lord 208
Oni Yama-Uba 209
Oozes 210
Black Pudding, Monstrous 210
Gelatinous Cube, Monstrous 211
Gray Ooze, Monstrous 212
Ochre Jelly, Monstrous 212
Orcs 213
Orc Archer 213
Orc Berserker 213
Orc Brigand 214
Orc Raider 214
Orc Champion of Gruumsh 214
Orc Scout 215
Orc War Drummer 215
Orc Sorcerer 215
Orc Witchblade 216
Orc Wolf Shaman 216
Otyughs 217
Lifeleech Otyugh 217
Neo-Otyugh 218
Owlbears 219
Dire Owlbear 219
Ironfeather Owlbear 220
Great Horned Owlbear 220
Winterclaw Owlbear 220
Perytons 221
Peryton Alpha 221
Dire Peryton 221
Pixies 222
Pixie Court Trickster 222
Pixie Queen 222
Purple Worms 223
Young Purple Worm 223
Purple Worm Hatchling 223
Quaggoths 224
Quaggoth Alpha 224
Quaggoth Thonot 224
Rakshasas 225
Rakshasa Ak'chazar 225
Rakshasa Maharajah 226
Rakshasa Naztharune 227
Rakshasa Zakya 228
Remorhaz 229
Remorhaz, Young 229
Remorhaz, Ancient 229
Revenant 230
Revenant Avenger 230
Roc 231
Young Roc 231
Ropers 232
Roper, Greater 232
Urophion 233
Rust Monster 234
Dire Rust Monster 234
Sahuagins 235
Sahuagin Champion of Sekolah 235
Sahuagin Harpooner 236
Sahuagin High Priestess 236
Sahuagin Hunter 237
Sahuagin Reaver 237
Sahuagin Sea Witch 238
Sahuagin Storm Sorcerer 238
Salamanders 239
Salamander Captain 239
Salamander Flamebrother 240
Salamander Noble 240
Satyrs 241
Satyr Beguiler 241
Satyr Trickster 241
Scarecrow 242
Eldritch Scarecrow 242
Shadow 243
Shadow, Greater 243
Shambling Mound 244
Shambling Mound, Greater 244
Zuggtmoy Shambling Mound 244
Shield Guardian 245
Runic Shield Guardian 245
Skeletons 246
Baneguard Skeleton 246
Burning Skeleton 246
Decrepit Skeleton 247
Direguard Skeleton 247
Archetype Skeletons 248
Skeleton Captain 248
Skeleton Knight 248
Skeleton Champion 248
Skeleton Warrior 248
Dragon Skeletons 249
Dragon Skeleton, Adult 249
Dragon Skeleton, Ancient 250
Dragon Skeleton, Young 250
Monstrous Skeletons 251
Bugbear Skeleton 251
Ettin Skeleton 251
Fire Giant Skeleton 251
Goblin Skeleton 252
Gnoll Skeleton 252
Hill Giant Skeleton 252
Hobgoblin Skeleton 252
Lizardfolk Skeleton 253
Ogre Skeleton 253
Orc Skeleton 253
Megaraptor Skeleton 254
Tyrannosaurus Skeleton 254
Wolf Skeleton 254
Slaadi 255
Black Slaad 256
White Slaad 256
Specter 257
Dread Specter 257
Sphinxes 258
Criosphinx 258
Hieracosphinx 259
Sprites 260
Sprite Keeper of the Grove 260
Sprite Warden of the Grove 260
Stirges 261
Shadow Stirge 261
Swarm of Stirges 261
Succubus 262
Succubus Dark Whisperer 262
Tarrasque (Variant) 263
Tarrasque (Variant) 263
Thri-Kreen 264
Thri-kreen Psi-Warrior 264
Thri-kreen Sandstalker 264
Treants 265
Blackroot Treant 265
Treant Keeper of the Grove 266
Troglodytes 267
Troglodyte Brute 267
Troglodyte Chieftain 268
Troglodyte Hunter 268
Troglodyte Shaman 268
Trolls 269
Cave Troll 269
Fell Troll 270
Forest Troll 270
Mountain Troll 271
War Troll 271
Umber Hulks 272
Horrid Umber Hulk 272
Rhinoceros Umber Hulk 273
Tiger Umber Hulk 273
Unicorn 274
Dread Unicorn 274
Vampire 275
Vampire Lord (Blackguard) 276
Vampire Spawns 277
Vampire Spawn Assassin 277
Vampire Spawn Sorceress 278
Vampire Spawn Warrior 278
Water Weird 279
Monstrous Water Weird 279
Wights 280
Wight Captain 280
Wight Champion 281
Wight Hexblade 281
Wight Warlock 282
Feral Wight 282
Frost Giant Wight 282
Mind Flayer Wight 283
Will-o'-Wisp 284
Will-o'-Wisp, Greater 284
Wraiths 285
Dread Wraith 285
Dread Wraith, Legendary 286
Wyvern 287
Wyvern, Ancient 287
Xorn 288
Elder Xorn 288
Yetis 289
Yeti Chieftain 289
Yeti Shaman 290
Yeti Snowstalker 290
Yuan-Ti 291
Yuan-ti Abomination Champion 291
Yuan-ti Malison Junglestalker 292
Zombies 293
Feral Zombie 293
Spore Zombie 293

Appendix A: Miscellaneous Creatures

Cave Bear 294
Dire Bear 294
Dire Rat 295
Giant Army Ant 295
Giant Assassin Bug 295
Giant Bullfrog 296
Giant Caecilia 296
Giant Leech 296
Giant Praying Mantis 297
Giant Robber Fly 297
Giant Slug 297
Giant Spitting Cobra 298
Giant Tarantula 298
Giant Tiger Beetle 298
Giant Velvet Worm 299
Giant Wolverine 299
Hatori 300
Monstrous Poisonous Snake 300
Monstrous Centipede 300
Monstrous Scorpion 301
Monstrous Spider 301
Monstrous Squid 301
Monstrous Tarantula 302
Sword Spider 302
Winter Wolf Alpha 303
Worg Alpha 303

Appendix B: Non-Player Characters

Arcane Guard 304
Arcane Knight 304
Blight Druid 305
Bodyguard 305
Bodyguard, Elite 305
Bounty Hunter 306
Captain 306
Bounty Hunter, Elite 306
Dark Whisperer 307
Death Priest 307
Dread Lord of Bane 308
Divine Trickster 308
Dreadmaster 309
Foe Hunter 309
Frostpriest of Auril 310
Hexblade 310
Hex Knight 311
High Inquisitor 311
Inquisitor 312
Marshal 312
Sergeant 313
Shadow Fist Initiate 313
Shadow Fist Assassin 314
Shadow Fist Master 314
Skald 315
Skirmisher 315
Skirmisher Elite 316
Storm Priest 316
Storm Shaman 317
Storm Sorcerer 317

Appendix C: Creatures by CR

Index

Aarakocras

Aarakocra Brave

Aarakocra braves often represent the fiercest, largest, and most skilled warriors of an aarakokra tribe. They are masters of aerial combat and employ hit-and-run tactics by taking full advantage of their flyby feature. In battle, they always engage the most dangerous foes in order to draw attention from their more vulnerable allies.

Aarakocra Scout

Aarakocra scouts serve their tribes as skilled hunters and sentries. They regularly perform reconnaissance missions, searching for any possible threats to their roosts. They discourage intruders from entering their territory with their javelins, but will only resort to killing if there is no other option. On rare occasions, they may be hired as scouts, as long as they are convinced that the nature of the work will somehow help their tribe and isn't against their principles.

Aarakocra Talon of Syranita

Once per generation, a special aarakocra is born and chosen by their goddess and patron deity, Syranita. This aarakocra becomes an extension of Syranita's will and is groomed by the elders for the tribe's leadership and responsibility. Known as a Talon of Syranita, this aarakocra serves as the tribe's ever-vigilant guardian and high priest. A talon of Syranita employs divine spells and harnesses the elemental power of air, lightning, and thunder against its tribe's foes.

Aarakocra Brave

Medium Humanoid (Aarakocra), Typically Neutral Good

Armor Class 14
Hit Points 78 (12d8 + 24)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	11 (+0)

Skills Acrobatics +6, Perception +5
Senses passive Perception 15
Languages Aarakocra, Auran
Challenge 3 (700 XP) **Proficiency Bonus** +2

Dive Attack. If the aarakocra is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 10 (3d6) damage to the target.

Flyby. The aarakocra doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Actions

Multiattack. The aarakocra makes three melee attacks: one Javelin attack and two Talon attacks. Alternatively, it can make two ranged attacks.

Talon. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Aarakocra Scout

Medium Humanoid (Aarakocra), Typically Neutral Good

Armor Class 13
Hit Points 33 (6d8 + 6)
Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	11 (+0)	12 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +7, Survival +5
Senses passive Perception 15
Languages Aarakocra, Auran
Challenge 1 (200 XP) **Proficiency Bonus** +2

Dive Attack. If the aarakocra is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 7 (2d6) damage to the target.

Keen Hearing and Sight. The aarakocra has advantage on Wisdom (Perception) checks that rely on hearing or sight.

Actions

Multiattack. The aarakocra makes two melee attacks: one with its Javelin and one with its Talon, or two ranged attacks.

Talon. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Aarakocra Talon of Syranita

Medium Humanoid (Aarakocra), Typically Neutral Good

Armor Class 13
Hit Points 84 (13d8 + 26)
Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	11 (+0)	17 (+3)	11 (+0)

Skills Nature +6, Perception +9, Stealth +9, Survival +9
Senses passive Perception 19
Languages Aarakocra, Auran
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Dive Attack. If the aarakocra is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 7 (2d6) damage to the target.

Actions

Multiattack. The aarakocra makes two Talon attacks or uses Lancing Wind twice.

Talon. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage plus 4 (1d8) lightning damage.

Lancing Wind. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 12 (2d8 + 3) force damage. If the target is a Large or smaller creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Spellcasting. The aarakocra casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *light, guidance, thaumaturgy, word of radiance* (3d6)
2/day each: *cure wounds, call lightning*
1/day each: *beacon of hope, conjure elemental* (air), *freedom of movement, ice storm*

Bonus Actions

Fury of Syranita (3/Day). The aarakocra causes its melee or ranged weapon attacks to magically deal an extra 7 (2d6) lightning or thunder damage to a target on a hit. This benefit lasts until the end of the turn.

Legendary Actions

The aarakocra can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The aarakocra regains spent legendary actions at the start of its turn.

Attack. The aarakocra makes a Talon attack or uses Lancing Wind.
Cast a Spell (Costs 2 Actions). The aarakocra uses Spellcasting.
Wings of Syranita (Costs 2 Actions). The aarakocra beats its wings and summons friendly winds from Syranita. Each enemy creature within 20 feet of the aarakocra must succeed on a DC 14 Dexterity saving throw or take 13 (3d8) bludgeoning damage, pushed up to 10 feet away from the aarakocra, and be knocked prone. On a successful save, a creature takes half as much damage and isn't pushed or knocked prone.

Aboleths

Aboleth Overseer

One of the most powerful and exceedingly insidious creatures found in the Realms, the overseer is twice the size of a normal aboleth and is an ancient being that has enslaved countless cities and civilizations, leaving despair in its wake.

Evil Subjugator. When an aboleth overseer sets its eyes on a new city to conquer, it begins by enslaving locals who live near the coasts and other bodies of water that the aboleth has access to. Once dominated by the aboleth, the enslaved minions are sent to gather information and bring back other victims to enslave. The aboleth overseer does all of these while being careful not to reveal its true appearance. The aboleth overseer then works its way up the social ladder, using the enslaved locals to return with strategic targets, such as city officials, wealthy merchants, etc.

Master Manipulator. Once it has established a network of controlled individuals in strategic positions, it strengthens its stranglehold of the city through bribery, coercion, murder, and enslavement. Within a few years, the aboleth overseer may have total control of an entire city, serving as its secret tyrant. When the aboleth overseer is satisfied that it has fully divested a city's wealth and knowledge, it instructs its victims to sow distrust and cause mayhem, resulting in civil unrest, chaos, and mass killings. It is so devious in its methods that it may leave a city devastated without anyone knowing of its true nature.

An Aboleth Overseer's Lair

Aboleth overseers lair in subterranean lakes or the rocky depths of the ocean, often within a mile of a large town or city, and often surrounded by the hidden ruins of an ancient, fallen city. An aboleth overseer's lair is always guarded by dozens of skum, as well as other water-breathing races that the aboleth has enslaved.

Lair Actions

When fighting inside its lair, an aboleth overseer can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the aboleth overseer takes a lair action to cause one of the following effects; the aboleth overseer can't use the same

effect two rounds in a row:

- The aboleth overseer casts *phantasmal killer* (no components required) on any number of creatures it can see within 60 feet of it. While maintaining concentration on this effect, the aboleth overseer can't take other lair actions. If a target succeeds on the saving throw or if the effect ends for it, the target is immune to the aboleth overseer's *phantasmal killer* lair action for the next 24 hours, although such a creature can choose to be affected.
- Pools of water within 120 feet of the aboleth overseer surge outward in a grasping tide. Any creature on the ground within 30 feet of such a pool must succeed on a DC 20 Strength saving throw or be pulled up to 30 feet into the water and knocked prone.
- Water in the aboleth overseer's lair magically becomes a conduit for the creature's rage. The aboleth overseer can target any number of creatures it can see in such water within 120 feet of it. A target must succeed on a DC 20 Wisdom saving throw or take 28 (8d6) psychic damage.

Regional Effects

The region containing an aboleth overseer's lair is warped by the creature's presence, which creates one or more of the following effects:

- Underground surfaces within 1 mile of the aboleth overseer's lair are slimy and wet and are difficult terrain.
- Water sources within 1 mile of the lair are supernaturally fouled. Enemies of the aboleth overseer that drink such water vomit it within minutes and must succeed on a DC 20 Constitution saving throw or become poisoned for 1 hour.
- As an action, the aboleth overseer can create up to three illusory images of itself within 1 mile of the lair. The copies can appear at any location the aboleth overseer has seen before or in any location a creature charmed by the aboleth overseer can currently see. Once created, the images last for as long as the aboleth overseer maintains concentration, as if concentrating on a spell. Although the images are intangible, they look, sound, and can move like the aboleth overseer. The aboleth overseer can sense, speak, and use telepathy from any of the images' position as if present at that position. If any of the images take any damage, it disappears.

If the aboleth overseer dies, the first two effects fade over the course of 3d10 days.

Aboleth Overseer

Huge Aberration, Typically Lawful Evil

Armor Class 19 (natural armor)
Hit Points 273 (26d12 + 104)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	18 (+4)	20 (+5)	18 (+4)	18 (+4)

Saving Throws Con +11, Int +12, Wis +11
Skills Arcana +19, History +19, Perception +18
Senses darkvision 120 ft., passive Perception 28
Languages Deep Speech, telepathy 120 ft.
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Amphibious. The aboleth can breathe air and water.

Greater Spell Penetration. When the aboleth casts a spell and is interrupted by an enemy's *counterspell*, treat the spell's level as 5 levels higher.

Legendary Resistance (3/Day). If the aboleth fails a saving throw, it can choose to succeed instead.

Mucous Cloud. While underwater, the aboleth is surrounded by transformative mucus. A creature that touches the aboleth or that hits it with a melee attack while within 5 feet of it must succeed on a DC 19 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater.

Probing Telepathy. If a creature communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires if the aboleth can see the creature.

Actions

Multiattack. The aboleth makes four Tentacle attacks.

Tentacle. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage and the target is grappled (escape DC 17). If the target is a creature, it must succeed on a DC 19 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by heal or another disease-curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

Tail. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage.

Enslave (3/Day). The aboleth targets one creature it can see within 30 feet of it. The target must succeed on a DC 20 Wisdom saving throw or be magically charmed by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The charmed target is under the aboleth's control and can't take reactions, and the aboleth and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the aboleth.

Fling. One Large or smaller object held or creature grappled by the aboleth is thrown up to 60 feet and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 22 Dexterity saving throw or take the same damage and be knocked prone. If the aboleth uses multiattack, it can use its Fling in place of one of its Tentacle attacks.

Spellcasting (Psionics). The aboleth casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 20):

At will: *hypnotic pattern, invisibility, phantasmal force*
3/day each: *hallucinatory terrain* (as an action), *major image*
2/day each: *phantasmal killer, project image*
1/day each: *mirage arcane* (as an action), *psychic scream, weird, plane shift* (self only)

Legendary Actions

The aboleth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The aboleth regains spent legendary actions at the start of its turn.

Enslave. The aboleth uses Enslave, if available.
Tail Swipe. The aboleth makes one Tail attack.
Psychic Drain (Costs 2 Actions). One creature charmed by the aboleth takes 28 (8d6) psychic damage, and the aboleth regains hit points equal to the damage the creature takes.
Cast a Spell (Costs 3 Actions). The aboleth uses Spellcasting.

Aboleth Slime Lord

The foul slime lord is a species of aboleth that is native to the murky seas of the Abyss and the Far Realm. However, this abomination can sometimes be encountered in deep, fetid swamps and the foulest Underdark lakes.

Acidic Mucus. The mucus the slime lord secretes is more potent than the ones produced by its normal kin. It is far more caustic and even acts like an adhesive, which the slime lord uses a projectile to ensnare and weaken its foes.

An Aboleth Slime Lord's Lair

An aboleth slime lord dwells in sunken ruins of once-great temples, shrines, or keeps swallowed by the murky waters of dismal swamps or Underdark lakes. The foul waters that surround its lair are always acidic and almost uninhabitable.

Lair Actions

When fighting inside its lair, an aboleth slime lord can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the aboleth slime lord takes a lair action to cause one of the following effects; the aboleth slime lord can't use the same effect two rounds in a row:

- The aboleth slime lord casts *vitriolic sphere* (no components required).
- Pools of water within 120 feet of the aboleth slime lord surge outward in a grasping tide. Any creature on the ground within 30 feet of such a pool must succeed on a DC 16 Strength saving throw or be pulled up to 30 feet into the water and knocked prone.
- Water in the aboleth slime lord's lair magically becomes a conduit for the creature's rage. The aboleth slime lord can target any number of creatures it can see in such water within 120 feet of it. A target must succeed on a DC 16 Wisdom saving throw or take 14 (4d6) psychic damage.

Regional Effects

The region containing an aboleth slime lord's lair is warped by the creature's presence, which creates one or more of the following effects:

- Underground surfaces within 1 mile of the aboleth slime lord's lair are slimy and wet and are difficult terrain.
- Water sources within 1 mile of the lair are supernaturally fouled. Enemies of the aboleth slime lord that drink such water vomit it within minutes and must succeed on a DC 16 Constitution saving throw or become poisoned for 1 hour.
- As an action, the aboleth slime lord can create up to three

illusory images of itself within 1 mile of the lair. The copies can appear at any location the aboleth slime lord has seen before or in any location a creature charmed by the aboleth slime lord can currently see. Once created, the images last for as long as the aboleth slime lord maintains concentration, as if concentrating on a spell. Although the images are intangible, they look, sound, and can move like the aboleth slime lord. The aboleth slime lord can sense, speak, and use telepathy from any of the images' position as if present at that position. If any of the images take any damage, it disappears.

If the aboleth slime lord dies, the first two effects fade over the course of 3d10 days.

Aboleth Slime Lord

Large Aberration, Typically Lawful Evil

Armor Class 18 (natural armor)
Hit Points 195 (23d10 + 69)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	16 (+3)	18 (+4)	16 (+3)	18 (+4)

Saving Throws Con +8, Int +9, Wis +8
Skills History +14, Perception +13
Damage Immunities acid
Senses darkvision 120 ft., passive Perception 23
Languages Deep Speech, telepathy 120 ft.
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Amphibious. The aboleth can breathe air and water.

Acidic Mucous Cloud. While underwater, the aboleth is surrounded by transformative mucus. A creature that touches the aboleth or that hits it with a melee attack while within 5 feet of it takes 7 (2d6) acid damage and must succeed on a DC 16 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours. The diseased creature can breathe only underwater.

Probing Telepathy. If a creature communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires if the aboleth can see the creature.

Actions

Multiattack. The aboleth makes three Tentacle attacks. Alternatively, it can use two Slime Orb attacks.

Slime Orb. *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 14 (4d6) acid damage and the target must succeed on a DC 16 Strength saving throw or be restrained until the end of the aboleth's next turn.

Tentacle. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage plus 10 (3d6) acid damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by heal or another disease-curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage plus 10 (3d6) acid damage.

Enslave (3/Day). The aboleth targets one creature it can see within 30 feet of it. The target must succeed on a DC 16 Wisdom saving throw or be magically charmed by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The charmed target is under the aboleth's control and can't take reactions, and the aboleth and the target can communicate telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the aboleth.

Legendary Actions

The aboleth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The aboleth regains spent legendary actions at the start of its turn.

Tail Swipe. The aboleth makes one Tail attack.

Psychic Drain (Costs 2 Actions). One creature charmed by the aboleth takes 17 (5d6) psychic damage, and the aboleth regains hit points equal to the damage the creature takes.

Slime Sphere (Costs 3 Actions). The aboleth conjures a ball of acidic slime that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot-radius sphere centered on that point must succeed on a DC 16 Strength saving throw. On a failed save, a creature takes 14 (4d6) acid damage and is restrained until until it escapes the slime. Any creature can use its action to make a DC 16 Strength check to free itself or another creature in the net, ending the effect on a success. Dealing 10 fire damage to the slime (AC 12) destroys the slime and frees the target. A restrained creature takes 10 (3d6) acid damage at the start of each of the Aboleth's turns. On a successful save, a creature takes half as much damage and isn't restrained.

Skum

The skum (Ghosts of Saltmarsh, p. 254) are a race of creatures that were once humanoids, beasts, and giants. These creatures were captured and transformed by the aboleth's foul magic into slime-covered abominations. They now serve their masters as slaves and guards.

Skum Minion. Loathsome and disgusting, minions are the more common but weaker versions of skum. They look like feral amphibious humanoids with limbs ending in webbed claws and feet and a long spiny frill running down its hunched back.

Skum Beast. Animals and all manner of beasts that have been transformed now serve as guardians and scouts for the aboleth.

Skum Hulk. On rare occasions, the aboleth might be able to capture and enslave an ogre or even a young giant, transforming it into one of its mutated slaves, making it one of its personal bodyguards.

Skum Beast

Large Monstrosity, Typically Lawful Evil

Armor Class 14 (natural armor)
Hit Points 52 (7d10 + 14)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	3 (-1)	12 (+1)	6 (-2)

Senses Perception +3
Damage Resistances psychic
Senses darkvision 120 ft., passive Perception 13
Languages telepathy 60 ft.
Challenge 3 (700 XP) **Proficiency Bonus** +2

Abolethic Vassal. The skum is permanently charmed by its aboleth master.

Amphibious. The skum can breathe air and water.

Psychic Conditioning. The skum is immune to the frightened and charmed conditions unless they are from effects created by an aboleth.

Water Dependency. The skum takes 6 (1d12) acid damage every 10 minutes it goes without exposure to water.

Actions

Multiattack. The skum makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 7 (1d8 + 3) slashing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 10 (2d6 + 3) slashing damage plus 3 (1d6) psychic damage.

Mind-Bending Roar (Recharge 5–6). The skum can emit a psychic roar. Each creature within 30 feet that is not an aboleth or a skum and can hear its scream takes 18 (4d8) psychic damage, and the target has disadvantage on Wisdom saving throws until the end of the skum's next turn.

Skum Hulk

Large Humanoid, Typically Lawful Evil

Armor Class 15 (natural armor)
Hit Points 184 (16d10 + 96)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	22 (+6)	10 (-1)	12 (+1)	6 (-2)

Senses Perception +4
Damage Resistances psychic
Senses darkvision 120 ft., passive Perception 14
Languages Common, Deep Speech, telepathy 60 ft.
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Abolethic Vassal. The skum is permanently charmed by its aboleth master.

Amphibious. The skum can breathe air and water.

Psychic Conditioning. The skum is immune to the frightened and charmed conditions unless they are from effects created by an aboleth.

Water Dependency. The skum takes 6 (1d12) acid damage every 10 minutes it goes without exposure to water.

Actions

Multiattack. The skum makes two Slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 15 (2d8 + 6) bludgeoning damage plus 4 (1d8) psychic damage.

Mind-Bending Scream (Recharge 5–6). The skum can emit a psychic scream. Each creature within 30 feet that is not an aboleth or a skum and can hear its scream takes 27 (6d8) psychic damage, and the target has disadvantage on Wisdom saving throws until the end of the skum's next turn.

Skum Minion

Medium Humanoid, Typically Lawful Evil

Armor Class 13 (natural armor)
Hit Points 16 (3d8 + 3)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	7 (-2)	10 (+0)	7 (-2)

Senses Perception +2
Damage Resistances psychic
Senses darkvision 120 ft., passive Perception 12
Languages Common, Deep Speech, telepathy 60 ft.
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Abolethic Vassal. The skum is permanently charmed by its aboleth master.

Amphibious. The skum can breathe air and water.

Psychic Conditioning. The skum is immune to the frightened and charmed conditions unless they are from effects created by an aboleth.

Water Dependency. The skum takes 6 (1d12) acid damage every 10 minutes it goes without exposure to water.

Actions

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 6 (2d4 + 1) slashing damage plus 5 (2d4) psychic damage.

Shaytan Deva

Shaytan Solar

Shaytan Planetar

Angels, Shaytan

While most fallen angels have usually gone astray due to Asmodeus' corruption, some have succumbed to the temptations of Graz'zt, The Dark Prince of Pleasure, or Malcanthet, the Succubus Queen. These angels are known as shaytan or shayatin. Once beautiful and majestic, they have turned into dark and hateful opposites of their former selves.

Shadow Fiends. No longer celestials, these angels have lost some of their powers, including fast flight speed, magic resistance, and the ability to project radiant energy. These changes resulted in driving most of them insane. Now reborn as fiends, they draw their power from the Shadowfell and the Abyss. Their bodies are always cloaked with oozing shadows and their eyes limned with abyssal fire.

Demonic Servants. Once messengers and executors of the will of their gods, they now serve Demon Princes as assassins and generals, often leading shadow demons in their missions. Twisted and vengeful, they scheme and bide their time until an opportunity presents itself where they can wreak havoc and deal the most damage against their former gods who have forsaken them, often striking at those who worship them.

Shaytan Deva

Shaytan devas continue to act as messengers or agents to the Material Plane, the Shadowfell, and the Feywild, but now serve demon lords. They take full advantage of their ability to take mortal forms to complete their missions.

Shaytan Planetar

Demon lords recognize the might of a shaytan planetar and place them in key positions, such as in the frontline of a demon lord's army directing the main assault or as a main guardian in one of their strongholds. If a powerful entity or group needs to be rid of, such as a party of adventurers, a demon lord might dispatch a shaytan planetar.

Deva, Shaytan

Medium Fiend (Demon), Typically Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 136 (16d8 + 64)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	18 (+4)

Saving Throws Wis +9, Cha +8
Skills Intimidation +8, Perception +9
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft., passive Perception 19
Languages all, telepathy 120 ft.
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Fiendish Weapons. The shaytan's weapon attacks are magical. When the shaytan hits with any weapon, the weapon deals an extra 18 (4d8) necrotic damage (included in the attack).

Actions

Multiattack. The shaytan makes two Mace attacks. It can use Life Drain in place of one Mace attack.

Mace. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 18 (4d8) necrotic damage.

Life Drain (3/Day). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 18 (4d8) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Change Shape. The shaytan magically transforms into a humanoid or beast, or back into its true form, while retaining its game statistics. This transformation ends if the shaytan is reduced to 0 hit points or uses an action to end it.

Spellcasting. The shaytan casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *detect evil and good*
1/day each: *contagion, insect plague*

Bonus Actions

Shadow Stealth. While in dim light or darkness, the shaytan takes the Hide action.

Shadow Step. While in dim light or darkness, the shaytan teleports up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It has advantage on the first melee attack it makes before the end of the turn.

Planetar, Shaytan

Large Fiend (Demon), Typically Chaotic Evil

Armor Class 19 (natural armor)
Hit Points 200 (16d10 + 112)
Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	24 (+7)	19 (+4)	22 (+6)	23 (+6)

Saving Throws Con +12, Wis +11, Cha +11
Skills Intimidation +11, Perception +11
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened
Senses truesight 120 ft., passive Perception 21
Languages all, telepathy 120 ft.
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Fiendish Weapons. The shaytan's weapon attacks are magical. When the shaytan hits with any weapon, the weapon deals an extra 22 (5d8) necrotic damage (included in the attack).

Actions

Multiattack. The shaytan makes two Greatsword attacks. It can use Life Drain in place of one Greatsword attack.

Greatsword. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage plus 22 (5d8) necrotic damage.

Life Drain (4/Day). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 27 (6d8) necrotic damage. The target must succeed on a DC 20 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Spellcasting. The shaytan casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 19):

At will: *detect evil and good, invisibility* (self only)
3/day each: *blade barrier, contagion, create undead* (as an action), *flame strike*
1/day each: *control weather* (as an action), *harm, insect plague*

Bonus Actions

Shadow Stealth. While in dim light or darkness, the shaytan takes the Hide action.

Shadow Step. While in dim light or darkness, the shaytan teleports up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It has advantage on the first melee attack it makes before the end of the turn.

Solar, Shaytan

Large Fiend (Demon), Typically Chaotic Evil

Armor Class 21 (natural armor)
Hit Points 243 (18d10 + 144)
Speed 50 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	26 (+8)	25 (+7)	25 (+7)	28 (+9)

Saving Throws Int +14, Wis +14, Cha +16
Skills Intimidation +16, Perception +14
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, poisoned
Senses truesight 120 ft., passive Perception 24
Languages all, telepathy 120 ft.
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Fiendish Weapons. The shaytan's weapon attacks are magical. When the shaytan hits with any weapon, the weapon deals an extra 27 (6d8) necrotic damage (included in the attack).

Actions

Multiattack. The shaytan makes two Greatsword attacks. It can use Life Drain in place of one Greatsword attack.

Greatsword. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage plus 27 (6d8) necrotic damage.

Slaying Longbow. *Ranged Weapon Attack:* +13 to hit, range 120/600 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage plus 27 (6d8) necrotic damage. If the target is a creature that has 100 hit points or fewer, it must succeed on a DC 15 Constitution saving throw or die.

Shaytan Solar

A shaytan solar is extremely rare, and a demon lord who commands one often tilts the balance in the Abyss to its favor. The shaytan solar serves as the demon lord's main bodyguard and at times of war, even as the main general of its armies. The demon lord keeps the shaytan close and watches it at all times, for it recognizes the danger the shaytan solar poses.

Flying Sword. The shaytan releases its Greatsword to hover magically in an unoccupied space within 5 feet of it. If the shaytan can see the sword, the shaytan can mentally command it as a bonus action to fly up to 50 feet and either make one attack against a target or return to the shaytan's hands. If the hovering sword is targeted by any effect, the shaytan is considered to be holding it. The hovering sword falls if the shaytan dies.

Life Drain (4/Day). *Melee Weapon Attack:* +13 to hit, reach 5 ft., one creature. *Hit:* 36 (8d8) necrotic damage. The target must succeed on a DC 23 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Spellcasting. The shaytan casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 24):

At will: *detect evil and good, invisibility* (self only)
3/day each: *blade barrier, create undead* (as an action), *fire storm*
1/day each: *control weather* (as an action), *insect plague*

Bonus Actions

Shadow Stealth. While in dim light or darkness, the shaytan takes the Hide action.

Shadow Step. While in dim light or darkness, the shaytan teleports up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It has advantage on the first melee attack it makes before the end of the turn.

Legendary Actions

The shaytan can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The shaytan regains spent legendary actions at the start of its turn.

Teleport. The shaytan magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Necrotic Burst (Costs 2 Actions). The shaytan emits magical abyssal energy. Each creature of its choice in a 10-foot radius must succeed on a DC 23 Dexterity saving throw, taking 14 (4d6) fire damage plus 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one.

Dreadful Glare (Costs 3 Actions). The shaytan targets one creature it can see within 30 feet of it. The target must succeed on a DC 24 Wisdom saving throw against this magic or be frightened. While frightened in this way, the target is paralyzed. A frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself with a success. If the target's saving throw is successful, the target is immune to the shaytan's gaze for the next 24 hours.

Animated Objects

Animated Statues

Animated statues look very much like large 8-to12-feet tall statues that you can find in temples, gardens, crypts, and palace halls.

Faux Golems. Often mistaken for golems, animated statues are less potent but inexpensive substitutes, often crafted to serve as intimidating deterrents to burglars and intruders. Occasionally, very wealthy families and criminal organizations in need of protection will purchase golems to guard their lairs. However, they are sometimes taken advantage of by unscrupulous wizards and artificers, who sell them the much cheaper animated statues, knowing the buyers are unable to tell the difference.

Magic Mouths. Just like animated armors, animated statues are frequently enchanted with scripted speech. This enables the statues to issue warnings, demand passwords, or deliver riddles, even announcing that they are golems to discourage intruders.

Animated Iron Statue

Medium Construct, Unaligned

Armor Class 17 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	16 (+3)	1 (-5)	5 (-3)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Antimagic Susceptibility. The statue is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the statue must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. If the statue is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the statue move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the statue is animate.

Actions

Multiattack. The statue makes two Slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.

Animated Stone Statue

Medium Construct, Unaligned

Armor Class 15 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	14 (+2)	1 (-5)	5 (-3)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Antimagic Susceptibility. The statue is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the statue must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. If the statue is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the statue move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the statue is animate.

Actions

Multiattack. The statue makes two Slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Animated Wood Statue

Medium Construct, Unaligned

Armor Class 13 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	12 (+1)	1 (-5)	5 (-3)	1 (-5)

Damage Vulnerabilities fire
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7
Languages —
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Antimagic Susceptibility. The statue is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the statue must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. If the statue is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the statue move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the statue is animate.

Actions

Multiattack. The statue makes two Slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Large Animated Stone Statue

Large Construct, Unaligned

Armor Class 16 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	16 (+3)	1 (-5)	5 (-3)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Antimagic Susceptibility. The statue is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the statue must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. If the statue is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the statue move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the statue is animate.

Actions

Multiattack. The statue makes two Slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Large Animated Iron Statue

Large Construct, Unaligned

Armor Class 18 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	1 (-5)	5 (-3)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Antimagic Susceptibility. The statue is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the statue must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. If the statue is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the statue move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the statue is animate.

Actions

Multiattack. The statue makes two Slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Large Animated Wood Statue

Large Construct, Unaligned

Armor Class 14 (natural armor)
Hit Points 60 (8d10 + 16)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	1 (-5)	5 (-3)	1 (-5)

Damage Vulnerabilities fire
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 7
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Antimagic Susceptibility. The statue is incapacitated while in the area of an antimagic field. If targeted by *dispel magic*, the statue must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. If the statue is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the statue move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the statue is animate.

Actions

Multiattack. The statue makes two Slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Ankhegs

Ankheg Brood Queen

An ankheg brood queen is very rarely seen, as it spends most of its time deep underground, where it is well protected by its brood.

Egg layer. The brood queen is about three times the size of a normal adult ankheg and has a huge bloated abdomen filled with egg sacs. When threatened, it will lay eggs from which broodlings will hatch, and they will immediately protect their queen.

Fiercely Territorial. The brood queen is cunning and very paranoid. Its territory stretches for miles, and it will actively hunt down any other potential brood queen threat, even if it is its progeny.

Director. If ankheg attacks appear to be coordinated and organized, chances are a brood queen is behind them. Adventurers may be hired for the dangerous task of finding its lair and killing it.

Lair Actions

On initiative count 20 (losing initiative ties), the brood queen takes a lair action to cause one of the following effects; the brood queen can't use the same effect two rounds in a row:

- The brood queen causes 1d6 ankheg broodlings to hatch from broodling eggs within 60 feet of it. The ankheg broodlings immediately act that turn.
- The brood queen regains 20 hit points.
- The brood queen emits a piercing shriek. Each non-ankheg creature within 30 feet of the brood queen must succeed on a DC 16 Constitution saving throw or become deafened for 1 minute. A creature that fails the save by 5 or more is also stunned until the end of the brood queen's next turn.

An Ankheg Brood queen's Lair

A brood queen's lair is a sprawling network of underground tunnels and enormous caverns beneath vast fields and wild forests. The lair will be surrounded by smaller burrows and lairs occupied and patrolled by ankhegs. The brood queen's central nest contains 10d6 broodling eggs.

Ankheg Soldier

Ankheg soldiers are stronger, tougher, and slightly bigger than normal ankhegs and possess much larger heads and mandibles. They are typically found within the vicinity of a brood queen's lair. They protect the ankheg colony from intruders and help carry the heaviest of prey to the brood queen's main nest and larder.

Ankheg Brood Queen

Huge Monstrosity, Unaligned

Armor Class 15 (natural armor), 12 while prone
Hit Points 104 (11d12 + 33)
Speed 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	17 (+3)	1 (-5)	16 (+3)	8 (-1)

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 13
Languages —
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Legendary Resistance (1/Day). If the brood queen fails a saving throw, it can choose to succeed instead.

Tunneler. The brood queen can burrow through solid rock at half its burrowing speed and leaves a 10-foot-diameter tunnel in its wake.

Actions

Multiattack. The brood queen makes one Bite attack and two Foreleg attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage plus 7 (2d6) acid damage. If the target is a Huge or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the brood queen can Bite only the grappled creature and has advantage on attack rolls to do so.

Foreleg. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Acid Spray (Recharge 5–6). The brood queen spits acid in a line that is 60 feet long and 5 feet wide, provided that it has no creature grappled. Each creature in that line must succeed on a DC 17 Dexterity saving throw, taking 28 (8d6) acid damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Burst Forth (Recharges after a Short or Long Rest). While underground, the brood queen burrows at least 10 feet straight and breaks through a ground or wall's surface. During this move, it can enter Large or smaller creatures' spaces. A creature whose space the brood queen enters must succeed on a DC 16 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the brood queen's path. On a failed save, the creature falls prone and takes 15 (3d6 + 5) bludgeoning damage. If the brood queen remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the brood queen. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 15 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the brood queen and is no longer restrained.

Legendary Actions

The brood queen can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The brood queen regains spent legendary actions at the start of its turn.

Move. The brood queen moves up to half its speed.
Impale. The brood queen makes one Foreleg attack.
Lay Broodling Egg. The brood queen lays 1d6 broodling eggs. The broodling eggs appear in the nearest spaces within 10 feet of the brood queen. Each broodling egg has an AC of 5 and 10 hit points. A broodling egg hatches before the start of the brood queen's next turn. When a broodling egg hatches, an ankheg broodling appears within 5 feet of the hatched egg and immediately acts that turn. The ankheg broodling is friendly to the brood queen and its allies and hostile to all non-ankheg creatures.
Command Ankheg (Costs 2 Actions). The brood queen targets 1d4 allied ankhegs it can see within 30 feet of it that can see and hear the brood queen. The target uses its reaction to move up to half its speed and make one melee attack.

Ankheg Broodling

Medium Monstrosity, Unaligned

Armor Class 13 (natural armor), 10 while prone
Hit Points 9 (2d8)
Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	11 (+0)	10 (+0)	1 (-5)	11 (+0)	6 (-2)

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10
Languages —
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) slashing damage plus 2 (1d4) acid damage.

Acid Spray (Recharge 6). The broodling spits acid in a line that is 15 feet long and 5 feet wide. Each creature in that line must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) acid damage on a failed save, or half as much damage on a successful one.

Ankheg Soldier

Large Monstrosity, Unaligned

Armor Class 14 (natural armor), 11 while prone
Hit Points 67 (9d10 + 18)
Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	14 (+2)	1 (-5)	14 (+2)	6 (-2)

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the ankheg can automatically hit the target with its Bite attack, and the ankheg can't attack another target with its Bite attack.

Acid Spray (Recharge 6). The ankheg spits acid in a line that is 30 feet long and 5 feet wide, provided that it has no creature grappled. Each creature in that line must make a DC 14 Dexterity saving throw, taking 17 (5d6) acid damage on a failed save, or half as much damage on a successful one.

Reactions

Protection. When an attacker the ankheg can see makes an attack roll against a creature within 5 feet of the ankheg, the ankheg can impose disadvantage on the attack roll.

Azers

Priest of the Flame

Divine practitioners who worshipped Dumathoin, Gorm Gulthyn, Kossuth, Laduguer, or Moradin, priests of the flame often serve as leaders or chief advisors to their kings.

Taskmaster

Cruel and merciless, taskmasters will not hesitate to sacrifice underlings and slaves in battle if needed.

Zealot

Fierce fanatics, zealots are near-fearless warriors often found in the frontlines of battle, their mere presence bolstering and emboldening their allies.

Azer Priest of the Flame

Medium Elemental, Typically Lawful Neutral

Armor Class 17 (natural armor, shield)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	13 (+1)	16 (+3)	13 (+1)

Saving Throws Con +6, Wis +6
Skills Perception +6, Religion +4
Damage Immunities fire, poison
Condition Immunities poisoned
Senses passive Perception 16
Languages Ignan
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Extra Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 7 (2d6) fire damage (included in the attack).

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Multiattack. The azer makes two melee attacks.

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, or 7 (1d10 + 2) bludgeoning damage if used with two hands to make a melee attack, plus 7 (2d6) fire damage.

Combust. The azer targets one creature it can see within 60 feet of it. The target makes a DC 14 Wisdom saving throw. On a failed save, the target takes 12 (2d8 + 3) fire damage and catches fire. Until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns. On a successful save, the target takes half as much damage and doesn't catch fire.

Spellcasting. The azer casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *mending, resistance, sacred flame* (2d8)
2/day each: *burning hands, command, cure wounds, scorching ray*
1/day each: *banishment, fireball, flame strike, glyph of warding* (as an action), *wall of fire*

Reactions

Fiery Retribution (3/Day). When a creature within 5 feet of the azer hits the azer with an attack, and the azer can see the creature, the azer can force the creature to make a DC 14 Dexterity saving throw. The creature takes 13 (3d8) fire damage on a failed save, and half as much damage on a successful one.

Azer Taskmaster

Medium Elemental, Typically Lawful Neutral

Armor Class 18 (natural armor, shield)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	12 (+1)	13 (+1)	14 (+2)

Saving Throws Con +6
Damage Immunities fire, poison
Condition Immunities poisoned
Senses passive Perception 11
Languages Ignan
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Aura of Tyranny. An ally that is within 30 feet of the azer and can see and hear the azer and has less hit points than the azer has advantage to saving throws against being charmed and frightened, provided that the azer isn't incapacitated.

Extra Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 7 (2d6) fire damage (included in the attack).

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Multiattack. The azer makes two melee attacks.

Flail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 7 (2d6) fire damage.

Hurl Flame. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

Bonus Actions

Spur Ally. The azer targets an allied creature within 30 feet that can see and hear the azer and must have less hit points than the azer. The target takes 3 (1d6) psychic damage and uses its reaction to make one melee weapon attack with advantage on the attack roll.

Azer Zealot

Medium Elemental, Typically Lawful Neutral

Armor Class 17 (natural armor, shield)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	12 (+1)	13 (+1)	10 (+0)

Saving Throws Con +5
Damage Immunities fire, poison
Condition Immunities poisoned
Senses passive Perception 11
Languages Ignan
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Extra Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Actions

Multiattack. The azer makes two melee attacks.

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Bonus Actions

Divine Fury (Recharges after a Long Rest). The azer magically infuses its attacks with divine energy. For 1 minute, the first creature the azer hits on each of its turns with a weapon attack takes 8 (1d6 + 5) radiant damage.

Zealous Presence (Recharges after a Short or Long Rest). The azer unleashes a battle cry infused with divine energy. Up to ten other creatures of its choice within 60 feet of it that can hear it gain advantage on attack rolls and saving throws until the start of its next turn.

Banshees, Greater

A greater banshee is an undead spirit of immense power. It appears at first like a standard banshee, until it manifests its dreadful abilities. By then, it may be too late for adventurers to recognize the difference.

Ancient Banshees. Ancient banshees were once powerful mages and often held important responsibilities or positions, such as a queen, royal advisor, or guild wizard. But their greed, jealousy, and narcissism led to their untimely demise. Vengeful and malevolent, they seek to destroy the descendants of those that wronged them.

Unusual Nature. The banshee doesn't require air, food, drink, or sleep.

An Ancient Banshee's Lair

An ancient banshee haunts the area of its death, which is usually a place that was once majestic or important, such as a castle, keep, temple, or tower, and is unable to venture more than five miles from there. She keeps all the doors in her main lair *arcane locked*.

Lair Actions

On initiative count 20 (losing initiative ties), the banshee takes a lair action to cause one of the following effects; the banshee can't use the same effect two rounds in a row:

Banshee, Greater

Medium Undead, Typically Chaotic Evil

Armor Class 13
Hit Points 82 (15d8 + 15)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	12 (+1)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Wis +4, Cha +7
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 11
Languages Common, Elvish
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Detect Life. The banshee can magically sense the presence of living creatures up to 5 miles away that aren't Undead or Constructs. She knows the general direction they're in but not their exact locations.

Legendary Resistance (2/Day). If the banshee fails a saving throw, it can choose to succeed instead.

Incorporeal Movement. The banshee can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Actions

Multiattack. The banshee uses Horrifying Visage. It then makes one Corrupting Touch attack.

Corrupting Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (3d6 + 3) necrotic damage and the target must succeed on a DC 15 Wisdom saving throw or be frightened until the end of the banshee's next turn. While frightened in this way, the target is paralyzed.

Horrifying Visage. Each non-Undead creature within 60 feet of the banshee that can see her must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the banshee is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the banshee's Horrifying Visage for the next 24 hours.

Wail (1/Day). The banshee releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on Constructs and Undead. All other creatures within 60 feet of her that can hear her must succeed on a DC 15 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 17 (5d6) psychic damage.

Legendary Actions

The banshee can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The banshee regains spent legendary actions at the start of its turn.

Corrupt. The banshee uses Corrupting Touch.
Kiss of Death (Costs 2 Actions). *Melee Spell Attack:* +6 to hit, reach 5 ft., one frightened or incapacitated humanoid creature. *Hit:* The target must succeed on a DC 15 Constitution saving throw. On failed save, the target's hit points is reduced to 0. On a success, the creature takes 17 (4d6 + 3) necrotic damage and its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.
Keening (Costs 3 Actions). The banshee uses Wail. If it isn't available, she recharges Wail.

- The banshee casts *chill touch* or *ray of frost*.
- The banshee targets one creature it can see within 60 feet of her. The target must succeed on a DC 17 Wisdom saving throw or become frightened until the end of its next turn. While frightened in this way, it must take the Dash action and move away from the banshee by the safest available route, unless there is nowhere to move, in which case it needn't take the Dash action.
- The banshee causes up to three corpses within the lair to rise as skeletons, zombies, or specters. These Undead obey its commands.

Regional Effects

The region containing a banshee's lair is warped by the banshee's foul magic, which creates one or more of the following effects:

- The land within 6 miles of the lair takes twice as long as normal to traverse, since the plants grow thick and mud covers the ground.
- The distant sound of a woman's unearthly voice singing a lament can be occasionally heard within 6 miles of the lair.
- Fog lightly obscures the land within 6 miles of the lair.

If the banshee dies, the vegetation remains as it has grown, but the other effects fade over 1d10 days.

Agatha

"The twisted visage of a long-dead elven maiden, her skin withered and stretched along her hollow face and her eyes bereft of color or any spark of life."

- R. A. Salvatore, The Halfling's Gem

Agatha was a powerful elven wizard, often described by those few who saw her and returned alive as a graceful elven figure wearing a rich gown and flowing white hair. However, her skin has shriveled and her eyes are but empty sockets.

Agatha lives in the Dessarin river region, in a grove that can be found at the end of a trail in the northwest part of the Conyberry area in Neverwinter Winter Wood and southwest of Longsaddle.

Unlike most banshees, Agatha does not appear to be inherently evil. She avoids contact whenever possible, and has taken up the task as the protector of the town of Conyberry, sometimes providing the townsfolk with food during the harsh winters and defending against humanoid raiders.

It is not impossible to seek her out for her knowledge or trading for magical items, but she has gone very wary and more isolated ever since a magical item of hers, a mask that enabled the wearer to appear as a different race, was stolen by the dark elf Drizzt and his companions. Still, Agatha is known to be a collector of spellbooks and artifacts, and may not resist a tempting offer from resourceful adventurers.

Banshee, Ancient

Medium Undead, Typically Chaotic Evil

Armor Class 13 (16 with *mage armor*)
Hit Points 110 (17d8 + 34)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	14 (+2)	18 (+4)	14 (+2)	19 (+4)

Saving Throws Dex +8, Int +9, Wis +7, Cha +9
Skills Arcana +9, History +9, Perception +7, Nature +9
Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 17
Languages Common, Elvish
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Detect Life. The banshee can magically sense the presence of living creatures up to 5 miles away that aren't Undead or Constructs. She knows the general direction they're in but not their exact locations.

Legendary Resistance (3/Day). If the banshee fails a saving throw, it can choose to succeed instead.

Incorporeal Movement. The banshee can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Actions

Multiattack. The banshee uses Horrifying Visage. It then makes one Corrupting Touch attack.

Corrupting Touch. *Melee Spell Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 17 (4d6 + 3) necrotic damage and the target must succeed on a DC 17 Wisdom saving throw or be frightened until the end of the banshee's next turn. While frightened in this way, the target is paralyzed.

Horrifying Visage. Each non-Undead creature within 60 feet of the banshee that can see her must succeed on a DC 17 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the banshee is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the banshee's Horrifying Visage for the next 24 hours.

Wail (Recharge 6). The banshee releases a mournful wail, provided that she isn't in sunlight. This wail has no effect on Constructs and Undead. All other creatures within 60 feet of her that can hear her must succeed on a DC 17 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 21 (6d6) psychic damage.

Spellcasting. The banshee casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 17, +9 to hit with spell attacks):

At will: *chill touch* (3d8), *dancing lights, mage hand, minor illusion, ray of frost* (3d8)
2/day each: *arcane lock, charm person, hold person, mage armor, mirror image, thunderwave*
1/day each: *banishment, bestow curse, cloudkill, dispel magic, lightning bolt, ice storm, telekinesis*

Legendary Actions

The banshee can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The banshee regains spent legendary actions at the start of its turn.

Corrupt. The banshee uses Corrupting Touch.
Kiss of Death (Costs 2 Actions). *Melee Spell Attack:* +8 to hit, reach 5 ft., one charmed, frightened or incapacitated humanoid creature. *Hit:* The target must succeed on a DC 17 Constitution saving throw. On failed save, the target's hit points is reduced to 0. On a success, the creature takes 20 (5d6 + 3) necrotic damage and its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.
Casts a Spell (Costs 2 Actions). The banshee uses Spellcasting.
Keening (Costs 3 Actions). The banshee uses Wail. If it isn't available, she recharges Wail.

Basilisk, Greater

Greater Basilisk

A greater basilisk, also known as the true basilisk, is a larger and more fearsome cousin of the more common basilisk. The foul monstrosity is 20 feet long, has all fearsome traits of a basilisk, and due to its size, can also use its foreclaws as weapons to rend its victims. The greater basilisk can also breathe highly toxic gas that causes the lungs of those who inhale it to harden and slowly turn to stone.

Basilisk, Greater

Large Monstrosity, Unaligned

Armor Class 16 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	19 (+4)	2 (-4)	10 (+0)	9 (-1)

Saving Throws Con +7
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Petrifying Gaze. If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 15 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert it s eyes again. If it looks at the basilisk in the meantime, it must immediately make the save.

If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

Actions

Multiattack. The basilisk makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage plus 10 (3d6) poison.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Poison Breath (Recharge 5–6). The basilisk exhales poison in a 30-foot cone. Each creature in that area must succeed on a DC 15 Constitution saving throw, taking 36 (8d8) poison damage on a failed save, or half as much damage on a successful one.

Behir

Ancient Behir

Very rarely do behirs get to live past their prime. The few that do, the ancient ones, grow to immense sizes, measuring nearly a hundred feet long. These mighty beasts can challenge the older dragons and pose a serious threat to settlements that live near their lair.

An Ancient Behir's Lair

An ancient behir usually lives in underground locations that are difficult to reach, even by flying creatures. They prefer deep, narrow caves atop towering cliffs or bottomless caverns accessible only through tight, maze-like tunnels. Entrances and areas around the ancient behir's lair are typically guarded by creatures that worship and/or pay tribute to it, such as grimlocks, kobolds, lizardfolk, and troglodytes. The ancient behir finds these creatures too small to be bothered eating but recognizes their value to keep them around, as long as they don't venture near its lair.

An ancient behir encountered in its lair has a challenge rating of 20 (25,000 XP).

Lair Actions

On initiative count 20 (losing initiative ties), the behir takes a lair action to cause one of the following effects; the behir can't use the same effect two rounds in a row:

- Stalactites fall from the ceiling, striking up to three creatures underneath that the behir can see within 120 feet of it. The behir makes one ranged attack roll (+7 to hit) against each target.

Behir, Ancient

Gargantuan Monstrosity, Typically Neutral Evil

Armor Class 18 (natural armor)
Hit Points 263 (17d20 + 85)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	16 (+3)	20 (+5)	9 (-1)	16 (+3)	14 (+2)

Saving Throws Dex +9, Con +11, Wis +9
Skills Perception +9, Stealth +9
Damage Immunities lightning
Senses darkvision 90 ft., passive Perception 19
Languages Draconic
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/Day). If the behir fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The behir makes three attacks: one with its Bite, one to Constrict, and one with its Tail.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage plus 7 (2d6) lightning damage.

Constrict. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one Huge or smaller creature. *Hit:* 24 (3d10 + 8) bludgeoning damage plus 24 (3d10 + 8) slashing damage. The target is grappled (escape DC 18) if the behir isn't already constricting a creature, and the target is restrained until this grapple ends.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Lightning Breath (Recharge 5–6). The behir exhales a line of lightning that is 40 feet long and 10 feet wide. Each creature in that line must succeed on a DC 20 Dexterity saving throw, taking 82 (15d10) lightning damage on a failed save, or half as much damage on a successful one.

Swallow. The behir makes one Bite attack against a Large or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the behir, and it takes 28 (8d6) acid damage at the start of each of the behir's turns. A behir can have only up to one Large or two Medium creatures swallowed at a time.

If the behir takes 40 damage or more on a single turn from the swallowed creature, the behir must succeed on a DC 22 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the behir. If the behir dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Legendary Actions

The behir can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The behir regains spent legendary actions at the start of its turn.

Detect. The behir makes a Wisdom (Perception) check.
Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 13 (1d10 + 8) piercing damage.
Tail Sweep (Costs 2 Actions). The behir sweeps its tail violently. Each creature standing on the ground in a 15-foot cube originating from the behir must succeed on a DC 22 Strength saving throw or take 17 (2d8 + 8) bludgeoning damage and be knocked prone.

On a hit, the target takes 10 (3d6) piercing damage.

- One creature the behir can see within 120 feet of it must succeed on a DC 13 Wisdom saving throw or become frightened of the behir. The effect ends on initiative count 20 on the next round.
- The behir electrically charges its body. A creature that touches the behir or hits it with a melee attack while within 5 feet of it takes 5 (1d10) lightning damage. The effect ends on initiative count 20 on the next round.

Regional Effects

The region containing an ancient behir's lair is warped by the behir's magic, which creates one or more of the following effects:

- Static electricity is constantly generated by the stalactites, stalagmites, and other natural formations within 1 mile of the behir's lair. While it doesn't deal any damage, it prevents anyone unprotected from lightning damage from using Short or Long Rests.
- Earthquakes are common within 6 miles of the behir's lair.
- Air and lightning elementals (Fizban's Treasury of Dragons, pg. 163) scour the land within 6 miles of the lair.

If the ancient behir dies, the elementals disappear immediately, and the static phenomena and earthquakes abate within 1d10 days.

Young Behir

Young behirs are rarely found outside of their lairs, and often in the company of their mother. Ones that are found alone or wandering have probably been abandoned or orphaned. While they may be young, these specimens are still very dangerous, reaching lengths of 20 feet.

Behir, Young

Large Monstrosity, Typically Neutral Evil

Armor Class 14 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	14 (+2)	5 (-2)	12 (+1)	10 (+0)

Skills Perception +4, Stealth +6
Damage Immunities lightning
Senses darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Actions

Multiattack. The behir makes two attacks: one with its Bite and one to Constrict.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 9 (1d10 + 4) bludgeoning damage plus 9 (1d10 + 4) slashing damage. The target is grappled (escape DC 14) if the behir isn't already constricting a creature, and the target is restrained until this grapple ends.

Lightning Breath (Recharge 5–6). The behir exhales a line of lightning that is 15 feet long and 5 feet wide. Each creature in that line must succeed on a DC 14 Dexterity saving throw, taking 49 (9d10) lightning damage on a failed save, or half as much damage on a successful one.

Beholders

Elder Orb

Compared to its normal kin, the Elder Orb is a more advanced and dangerous beholder with the innate ability to cast arcane spells. Save for the Ultimate Tyrant, the Elder Orb is probably the most intelligent of its kind, but also the most cunning, diabolical, and cruel as well.

Master Racists. Elder Orbs sometimes serve as advisors to Ultimate Tyrants, but most are leaders of various beholder factions. They think of themselves as the pinnacle of beholderkind, as well as pushing beholders as the supreme race and master of all other beings. They have bribed, threatened, and killed their way to place themselves in strategically high, if not the highest, positions of every faction they have managed to reach, often without revealing their true nature. It is rumored that the current Xanathar is an Elder Orb.

An Elder Orb's Lair

An elder orb's central lair is typically a large, spacious cavern with high ceilings, where it can attack without fear of closing to melee range. It also has several 15-foot wide tunnels and sinkholes, all interconnected with each other, which the elder orb uses to its advantage.

An elder orb encountered in its lair has a challenge rating of 18 (20,000 XP).

Lair Actions

When fighting inside its lair, a beholder can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the beholder can take one lair action to cause one of the following effects:

- A 50-foot square area of ground within 120 feet of the beholder becomes slimy and toxic; that area is difficult terrain until initiative count 20 on the next round. Each creature that starts its turn in that area must succeed on a DC 17 Constitution saving throw or take 7 (2d6) poison damage.
- Walls within 120 feet of the beholder sprout grasping appendages until initiative count 20 on the round after next. Each creature of the beholder's choice that starts its turn within 15 feet of such a wall must succeed on a DC 17 Dexterity saving throw or be grappled. Escaping requires a successful DC 17 Strength (Athletics) or Dexterity (Acrobatics) check.
- An eye opens on a solid surface within 60 feet of the beholder. One random eye ray of the beholder shoots from that eye at a target of the beholder's choice that it can see. The eye then closes and disappears.

Regional Effects

The regional effects of an elder orb are identical to that of a Beholder (MM, pg. 27).

Elder Orb

Large Aberration, Typically Lawful Evil

Armor Class 19 (natural armor)
Hit Points 209 (22d10 + 88)
Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	19 (+4)	19 (+4)	17 (+3)	19 (+4)

Saving Throws Int +10, Wis +9, Cha +10
Skills Perception +15
Damage Resistances poison
Condition Immunities prone
Senses darkvision 120 ft., passive Perception 25
Languages Deep Speech, Undercommon
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Antimagic Cone. The beholder's central eye creates an area of antimagic, as in the antimagic field spell, in a 150-foot cone. At the start of each of its turns, the beholder decides which way the cone faces and whether the cone is active. The area works against the beholder's own eye rays.

Legendary Resistance (3/Day). If the beholder fails a saving throw, it can choose to succeed instead.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage.

Eye Rays. The beholder shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1. Charm Ray. The targeted creature must succeed on a DC 18 Wisdom saving throw or be charmed by the beholder for 1 hour, or until the beholder harms the creature.

2. Paralyzing Ray. The targeted creature must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. Fear Ray. The targeted creature must succeed on a DC 18 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

4. Slowing Ray. The targeted creature must succeed on a DC 18 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

5. Enervation Ray. The targeted creature must succeed on a DC 18 Constitution saving throw, taking 40 (9d8) necrotic damage on a failed save, or half as much damage on a successful one.

6. Telekinetic Ray. If the target is a creature, it must succeed on a DC 18 Strength saving throw or the beholder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

7. Sleep Ray. The targeted creature must succeed on a DC 18 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on Constructs and Undead.

8. Petrification Ray. The targeted creature must succeed on a DC 18 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

9. Disintegration Ray. If the target is a creature, it must succeed on a DC 18 Dexterity saving throw or take 49 (11d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

10. Death Ray. The targeted creature must succeed on a DC 18 Dexterity saving throw or take 60 (11d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

Spellcasting (Psionics). While the beholder's antimagic cone is inactive, the beholder casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 18):

At will: *darkness, detect magic, detect thoughts, see invisibility*
2/day each: *dispel magic, stoneskin*
1/day each: *globe of invulnerability, move earth, power word stun, wall of force*

Legendary Actions

The beholder can take 3 legendary actions, using the options listed below. It can take only one legendary action at a time and only at the end of another creature's turn. The beholder regains spent legendary actions at the start of its turn.

Antimagic Cone. The beholder turns which way the cone faces and whether the cone is active.
Eye Ray. The beholder uses one random Eye Ray.
Cast a Spell (Costs 2 Actions). The beholder uses Spellcasting.

Reactions

Redirect Antimagic Cone. When the beholder sees a creature within 150 feet cast a spell, the beholder activates its antimagic cone and points it at the creature.

Eye of Flame

Large Aberration, Typically Lawful Evil

Armor Class 17 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	16 (+3)	15 (+2)	16 (+3)

Saving Throws Int +7, Wis +6, Cha +7
Skills Perception +10
Damage Resistances fire
Condition Immunities prone
Senses darkvision 120 ft., passive Perception 20
Languages Deep Speech, Undercommon
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Fire Vulnerability Cone. The beholder's central eye creates an area of vulnerability to fire, in a 120-foot cone, even when the beholder uses its Optic Fire Blast. While inside the area of effect, a creature that is not immune to fire gains vulnerable to fire.

At the start of each of its turns, the beholder decides which way the cone faces and whether the cone is active.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage.

Eye Rays. The beholder shoots two of the following magical eye rays at random (reroll duplicates), choosing one to two targets it can see within 120 feet of it:

1. Fire Ray. The targeted creature must succeed on a DC 15 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

2. Fear Ray. The targeted creature must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. Telekinetic Ray. If the target is a creature, it must succeed on a DC 15 Strength saving throw or the beholder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

Optic Fire Blast (Recharge 5–6). The beholder's central eye projects fire in a 60-foot cone. Each creature in that area must succeed on a DC 15 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The beholder can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. The beholder regains spent legendary actions at the start of its turn.

Eye Ray. The beholder uses one random Eye Ray.

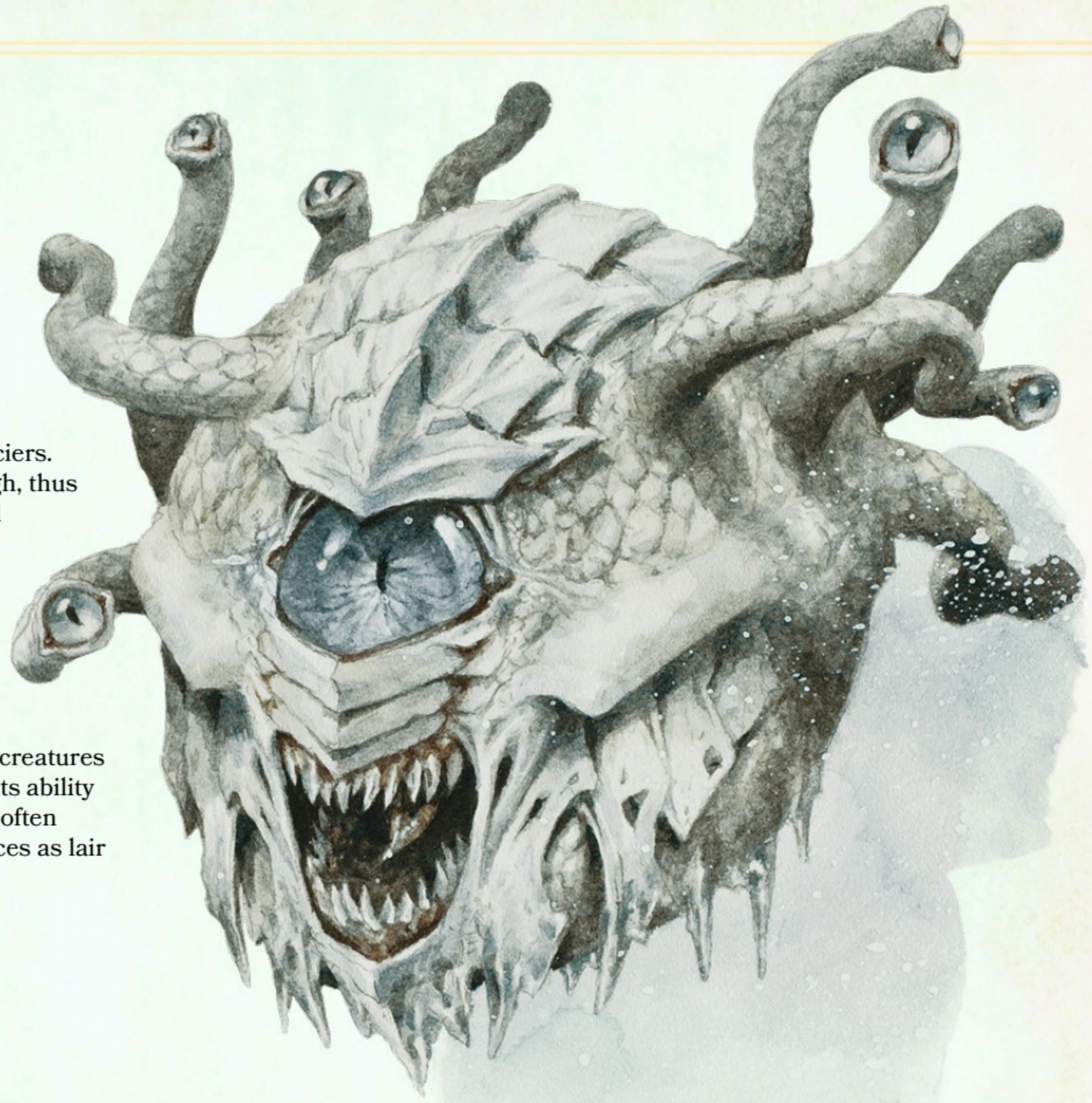
Eye of Flame

The eye of flame is a relatively weaker species compared to the common beholder but it is still as devious and ruthless. It closely resembles a normal beholder, save for the crimson tone of its chitinous bony plates. If not lording over less intelligent races, they serve as guardians under the employ of more powerful beholders, red dragons, fire giants, and efreet. Their masters highly value the eye of flame's vulnerability to fire cone, as this makes their fire-based abilities even more dangerous.

Eye of Frost

The eye of frost is a solitary type of beholderkin that has mostly shunned the rest of its kind. It has ivory white chitinous skin that blends well with its preferred snowy surroundings. It is almost always only found in arctic locales or in cavern complexes deep beneath frozen glaciers. It prefers to have servants and slaves though, thus it would go out of its way to conquer a local humanoid or monstrous tribe, slaying its leaders before finally taking over as its master. It wouldn't be surprising to find its lair to be occupied by winter wolves, yeti, and arctic goblins that do its bidding.

As with the Eye of Flame, the Eye of Frost is valued by more powerful cold-type creatures such as white dragons and frost giants for its ability to project cold vulnerability. Thus, they are often bribed and paid handsomely for their services as lair guardians.



Eye of Frost

Large Aberration, Typically Lawful Evil

Armor Class 17 (natural armor)
Hit Points 161 (17d10 + 68)
Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	16 (+3)	15 (+2)	18 (+4)

Saving Throws Int +7, Wis +6, Cha +7
Skills Perception +10
Damage Resistances cold
Condition Immunities prone
Senses darkvision 120 ft., passive Perception 20
Languages Deep Speech, Undercommon
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Cold Vulnerability Cone. The beholder's central eye creates an area of vulnerability to cold, in a 120-foot cone. While inside the area of effect, a creature that is not immune to cold gains vulnerable to cold. If a creature takes cold damage while inside the area of effect, it's speed is halved, it can't take reactions, and it can take either an action or a bonus action on its turn, not both. These effects last until the end of the creature's next turn.

At the start of each of its turns, the beholder decides which way the cone faces and whether the cone is active.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage.

Eye Rays. The beholder shoots two of the following magical eye rays at random (reroll duplicates), choosing one to two targets it can see within 120 feet of it:

1. Frost Ray. The targeted creature must succeed on a DC 15 Dexterity saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one.

2. Freeze Ray. The targeted creature must succeed on a DC 15 Strength saving throw, taking 10 (3d6) cold damage and is restrained for 1 minute, or half as much damage and is not restrained on a successful one. While restrained in this way, the target takes 10 (3d6) cold damage at the start of each of the beholder's turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. Telekinetic Ray. If the target is a creature, it must succeed on a DC 15 Strength saving throw or the beholder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

Legendary Actions

The beholder can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. The beholder regains spent legendary actions at the start of its turn.

Eye Ray. The beholder uses one random Eye Ray.

Reactions

Ice Armor. The beholder adds 4 to its AC against one weapon or spell attack that would hit it. To do so, the beholder must see the attacker.

Ultimate Tyrant (Hive Mother)

The ultimate tyrant, also known as the Hive Mother, is a massive 12-foot diameter monstrosity that dwarfs all other beholders. Extremely rare and only found within the beholder communities and even revered as a god, the centuries-old Ultimate Tyrant holds absolute power and dominion over all other beholders. Its cruelty and tyranny have no limits, and it spends most of its time scheming and planning on how to expand its territories and reach.

In combat, the ultimate tyrant prefers to hang back and observe while its beholder minions do the fighting. If it respects its enemies, it unleashes its eye rays at the most vulnerable targets while keeping its central eye focused on enemy spellcasters. If it does not, it moves in to take a Bite at them instead.

An Ultimate Tyrant's Lair

An ultimate tyrant's central lair is typically a vast, spacious cavern or ruins with high ceilings, where it can attack without fear of closing to melee range. It also has several 20-foot wide tunnels and sinkholes, all interconnected with each other, which the ultimate tyrant uses to its advantage.

An ultimate tyrant encountered in its lair has a challenge rating of 22 (41,000 XP).

Lair Actions

When fighting inside its lair, a beholder can invoke the ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the beholder can take one lair action to cause one of the following effects:

- A 50-foot square area of ground within 120 feet of the beholder becomes slimy and toxic; that area is difficult terrain until initiative count 20 on the next round. Each creature that starts its turn in that area must succeed on a DC 19 Constitution

saving throw or take 14 (4d6) poison damage.
- Walls within 120 feet of the beholder sprout grasping appendages until initiative count 20 on the round after next. Each creature of the beholder's choice that starts its turn within 20 feet of such a wall must succeed on a DC 19 Dexterity saving throw or be grappled. Escaping requires a successful DC 19 Strength (Athletics) or Dexterity (Acrobatics) check.
- An eye opens on a solid surface within 60 feet of the beholder. One random eye ray of the beholder shoots from that eye at a target of the beholder's choice that it can see. The eye then closes and disappears.

Regional Effects

The regional effects of an ultimate tyrant are identical to that of a Beholder (MM, pg. 27).

Ultimate Tyrant

Huge Aberration, Typically Lawful Evil

Armor Class 20 (natural armor)
Hit Points 350 (28d12 + 168)
Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	22 (+6)	21 (+5)	19 (+4)	21 (+5)

Saving Throws Int +12, Wis +11, Cha +12
Skills Perception +18
Damage Resistances poison
Condition Immunities prone
Senses darkvision 120 ft., passive Perception 28
Languages Deep Speech, Undercommon
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Antimagic Cone. The ultimate tyrant's central eye creates an area of antimagic, as in the antimagic field spell, in a 150-foot cone. At the start of each of its turns, the ultimate tyrant decides which way the cone faces and whether the cone is active. The area works against the ultimate tyrant's own eye rays.

Legendary Resistance (3/Day). If the ultimate tyrant fails a saving throw, it can choose to succeed instead.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 20 (4d8 + 2) piercing damage.

Eye Rays. The ultimate tyrant shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

1. Madness Ray. The targeted creature must succeed on a DC 20 Wisdom saving throw or take 22 (5d8) psychic damage and must use its reaction to make one melee weapon attack against a target within 5 feet of it of the ultimate tyrant's choice that it can see.

2. Withering Ray. The targeted creature must succeed on a DC 20 Constitution saving throw. On a failed save, the target takes 22 (5d8) necrotic damage and is weakened for 1 minute. A weakened creature has disadvantage on Strength-based ability checks and Strength saving throws, and the creature's weapon attacks that rely on Strength deal half damage. The target can make a DC 20 Constitution saving throw at the end of each of its turns, ending the effects on itself on a success. On a successful save, the target takes half as much damage and isn't weakened.

3. Fear Ray. The targeted creature must succeed on a DC 20 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

4. Burning Ray. The targeted creature must succeed on a DC 20 Dexterity saving throw. On a failed save, the target takes 27 (6d8) fire damage and catches fire. Until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns. On a successful save, the target takes half as much damage and doesn't catch fire.

5. Stupefying Ray. The targeted creature must succeed on a DC 20 Intelligence saving throw or take 22 (5d8) psychic damage and be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

6. Telekinetic Ray. If the target is a creature, it must succeed on a DC 20 Strength saving throw or the ultimate tyrant moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the ultimate tyrant's next turn or until the ultimate tyrant is incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The ultimate tyrant can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

7. Frost Ray. The targeted creature must succeed on a DC 20 Constitution saving throw. On a failed save, the target takes 22 (5d8) cold damage and the creature is slowed. A slowed target has its speed halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, the target takes half as much damage and isn't slowed.

8. Petrification Ray. The targeted creature must succeed on a DC 20 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

9. Disintegration Ray. If the target is a creature, it must succeed on a DC 20 Dexterity saving throw or take 54 (12d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

10. Death Ray. The targeted creature must succeed on a DC 20 Dexterity saving throw or take 66 (12d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

Spellcasting (Psionics). While the ultimate tyrant's antimagic cone is inactive, the ultimate tyrant casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 20):

At will: *darkness, detect magic, detect thoughts, see invisibility*
2/day each: *banishment, dispel magic, move earth, stoneskin*
1/day each: *Abi-Dalzim's horrid wilting, globe of invulnerability, power word stun, wall of force*

Legendary Actions

The ultimate tyrant can take 3 legendary actions, using the options listed below. It can take only one legendary action at a time and only at the end of another creature's turn. The ultimate tyrant regains spent legendary actions at the start of its turn.

Antimagic Cone. The ultimate tyrant turns which way the cone faces and whether the cone is active.
Command Beholder. The ultimate tyrant targets one allied beholder within 60 feet of it that can see and hear the ultimate tyrant. The target uses its reaction to make one Bite attack or use one random Eye Ray.
Eye Ray (Costs 1-3 Actions). The ultimate tyrant uses up to 3 random Eye Rays. It costs 1 action per Eye Ray used.
Psionics (Costs 3 Actions). The ultimate tyrant uses Spellcasting.

Reactions

Redirect Antimagic Cone. When the ultimate tyrant sees a creature within 150 feet cast a spell, the ultimate tyrant activates its antimagic cone and points it at the creature.

Blight

An ancient blight is an advanced version of the tree blight (Curse of Strahd, pg. 230).

Ancient Blight

Ancient blights were once mighty treants that have been corrupted by the blood of Gulthias or underwent a foul ritual performed by druids of Talona. It resembles a 40-foot-tall dead tree from afar until its 15-foot long rubbery roots and thorny branches come alive and become grasping, clawing tendrils when prey comes within reach. After it has captured a victim, the carnivorous ancient blight slowly constricts it with its tendrils. Those strong enough to survive the crushing tendrils are brought to the ancient blight's maw where it is shredded to pieces by the rows of spear-like teeth.

Blight, Ancient

Huge Plant, Typically Neutral Evil

Armor Class 16 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	6 (-2)	12 (+1)	3 (-4)

Damage Vulnerabilities fire
Condition Immunities blinded, deafened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11
Languages understands Common and Druidic but doesn't speak
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

False Appearance. If the blight is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the blight move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the blight is animate.

Siege Monster. The blight deals double damage to objects and structures.

Actions

Multiattack. The blight makes two Branch attacks and two Grasping Root attacks.

Branch. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage.

Grasping Root. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one creature not grappled by the blight. *Hit:* The target is grappled (escape DC 17). Until the grapple ends, the target takes 10 (1d6 + 7) bludgeoning damage at the start of each of its turns. The root has AC 16 and can be severed by dealing 6 or more slashing damage to it on one attack. Cutting the root doesn't hurt the blight but ends the grapple.

Bonus Actions

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature grappled by the blight. *Hit:* 20 (3d8 + 7) piercing damage.

Bugbears

Bruiser

Bruisers are a bugbear tribe's shock troops, always on the frontlines leading the raid or attack. They are often armed with greataxes but some may wield two weapons at a time.

Champion of Hruggek

Believed to be blessed by the bugbear deity, the Champion of Hruggek is often the largest and mightiest bugbear of the tribe. Wielding an oversized morningstar, this monstrous bugbear can stagger even the hardiest of opponents if it hits them hard enough.

Footpad

Cunning and sneaky, the footpads serve as the tribe's scouts and assassins. They can infiltrate enemy camps, strangle targets quietly with their garrotes, and leave without getting noticed.

Marauder

These highly mobile bugbears are killers who aim to break enemy ranks and distract defenders with their attacks. In battle, these bugbears move to flank their foes or rush vulnerable targets in order to create openings for their allies.

Priest of Hruggek

The priests often hold the most influence and political power of a tribe. They are primarily concerned with advancing Hruggek's and their tribes' interests, as well as their own.

While they primarily serve as support, priests of Hruggek relish the opportunity to be in the thick of the battle, smiting foes with their empowered weapons as well as bestowing boons to nearby allies.

Bugbear Bruiser

Medium Humanoid (Goblinoid), Typically Chaotic Evil

Armor Class 14 (hide armor)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	8 (-1)	11 (+0)	9 (-1)

Skills Stealth +6, Survival +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Multiattack. The bugbear makes two Greataxe attacks or two Javelin attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage and the target has disadvantage on the next attack roll it makes before the start of the bugbear's next turn.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage in melee or 6 (1d6 + 4) piercing damage at range.

Bugbear Champion of Hruggek

Medium Humanoid (Goblinoid), Typically Chaotic Evil

Armor Class 16 (breastplate)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Str +8, Dex +5, Con +6
Skills Athletics +8, Intimidation +5, Stealth +8, Survival +4
Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Legendary Resistance (1/Day). If the bugbear fails a saving throw, it can choose to succeed instead.

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Multiattack. The bugbear makes two Great Morningstar attacks or two Javelin attacks.

Great Morningstar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage. If the target is a creature and the attack roll against the target succeeds by 5 or more, the target must succeed on a DC 16 Constitution saving throw or be stunned until the end of the bugbear's next turn.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage in melee or 8 (1d6 + 5) piercing damage at range.

Legendary Actions

The bugbear can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The bugbear regains spent legendary actions at the start of its turn.

Charge. The bugbear moves up to its speed.
Attack (Costs 2 Actions). The bugbear makes a melee or ranged attack.
Frighten Foes (Costs 1-3 Actions). The bugbear targets up to 3 enemies it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 13 Wisdom saving throw or be frightened until the end of bugbear's next turn. It costs 1 legendary action per target.

Bugbear Footpad

Medium Humanoid (Goblinoid), Typically Chaotic Evil

Armor Class 15 (studded leather)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	13 (+1)	12 (+1)	11 (+0)	9 (-1)

Skills Perception +2, Stealth +7, Survival +2
Senses darkvision 60 ft., passive Perception 12
Languages Common, Goblin
Challenge 2 (450 XP) **Proficiency Bonus** +2

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Sneak Attack (1/Turn). The bugbear deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the bugbear that isn't incapacitated and the bugbear doesn't have disadvantage on the attack roll.

Actions

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Garrote. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or Small creature against which the bugbear has advantage on the attack roll. *Hit:* 8 (2d4 + 3) bludgeoning damage, and the target is grappled (escape DC 12). Until the grapple ends, the target can't breathe and takes 16 (4d4 + 6) bludgeoning damage at the start of each of the bugbear's turns. The bugbear can't make weapon attacks while grappling a creature in this way.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage in melee or 6 (1d6 + 3) piercing damage at range.

Bonus Actions

Cunning Action. The bugbear performs the Dash, Disengage, or Hide action.

Bugbear Marauder

Medium Humanoid (Goblinoid), Typically Chaotic Evil

Armor Class 16 (hide armor, shield)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	8 (-1)	11 (+0)	9 (-1)

Skills Perception +2, Stealth +6, Survival +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 3 (700 XP) **Proficiency Bonus** +2

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Distracting Strike (1/Turn). When the bugbear hits a creature with a weapon attack, the next attack roll against the target by an attacker other than the bugbear has advantage if the attack is made before the start of the bugbear's next turn.

Actions

Multiattack. The bugbear makes two Morningstar attacks or two Javelin attacks.

Morningstar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 +3) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage in melee or 6 (1d6 + 3) piercing damage at range.

Bonus Actions

Lightfooted. The bugbear takes the Dash or Disengage action.

Bugbear Priest of Hruggek

Medium Humanoid (Goblinoid), Typically Chaotic Evil

Armor Class 16 (hide armor, shield)
Hit Points 60 (11d8 + 11)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+1)	16 (+3)	13 (+1)

Saving Throws Con +3, Wis +5
Skills Perception +5, Stealth +6
Senses darkvision 60 ft., passive Perception 15
Languages Common, Goblin
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Actions

Multiattack. The bugbear makes two Morningstar attacks or uses Toxic Bolt twice.

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage plus 4 (1d8) psychic damage.

Toxic Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 12 (2d8 + 3) poison damage, and the target is poisoned until the end of the bugbear's next turn.

Spellcasting. The bugbear casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *resistance, sacred flame* (2d8), *thaumaturgy*
1/day each: *bane, banishment, blindness/deafness, cure wounds, dispel magic, glyph of warding, revivify*

Fury of Hruggek (Recharge 5–6). The bugbear targets up to 3 creatures it can see within 30 feet of it. Each target must succeed on a DC 13 Wisdom saving throw. On a failed save, a creature takes 13 (3d8) psychic damage and is frightened until the end of bugbear's next turn. On a successful save, a creature takes half as much damage and isn't frightened.

Reactions

Blessing of Hruggek (3/Day). The bugbear grants a + 5 bonus to an attack roll made by a goblinoid it can see within 30 feet of it. If the goblinoid hits, it deals an extra 7 (2d6) poison damage. The bugbear can make this choice after the roll is made but before it hits or misses.

Bulette

Greater Bulette

Even more terrible than the bulettes are their very rare elder cousins, the greater bulettes.

About the size of a two-story house, the ferocious greater bulette can lay waste to a village in a few hours and not leave a single survivor. Adventurers have stumbled into dungeons that have been stripped of their inhabitants, devoured by the massive bulette that only cares to eat, leaving only gaping tunnels and pits in its wake.

In combat, the greater bulette prefers to ambush its prey by bursting forth from underground to knock them down. It then uses Deadly Leap if it can hit two or more targets. Afterward, it will focus on trying to catch a target with its Bite so that it can swallow it.

Bulette, Greater

Huge Monstrosity, Unaligned

Armor Class 18 (natural armor)
Hit Points 150 (12d12 + 72)
Speed 50 ft., burrow 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	23 (+6)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +8
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 18
Languages —
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Standing Leap. The bulette's long jump is up to 40 feet and its high jump is up to 20 feet, with or without a running start.

Actions

Multiattack. The bulette makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 37 (5d12 + 5) piercing damage, and if the target is Medium or smaller, it is grappled (escape DC 15). Until this grapple ends, the bulette can Bite only the grappled creature and has advantage on attack rolls to do so.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Deadly Leap. If the bulette jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 17 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 18 (3d8 + 5) bludgeoning damage plus 18 (3d8 + 5) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is with in range, the creature instead falls prone in the bulette's space.

Swallow. The bulette makes one Bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the bulette, and it takes 10 (3d6) acid damage at the start of each of the bulette's turns. A bulette can have only up to one Medium or two Small creatures swallowed at a time.

If the bulette takes 25 damage or more on a single turn from the swallowed creature, the bulette must succeed on a DC 16 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the bulette. If the bulette dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Bonus Actions

Burst Forth (Recharges after a Short or Long Rest). While underground, the bulette burrows at least 10 feet straight and breaks through a ground or wall's surface. During this move, it can enter Large or smaller creatures' spaces. A creature whose space the bulette enters must succeed on a DC 17 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the bulette's path. On a failed save, the creature falls prone and takes 19 (4d6 + 5) bludgeoning damage. If the bulette remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the bulette. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 15 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the bulette and is no longer restrained.

Bullywugs

Brute

These 7-foot-tall, squat monstrosities look like humanoid bullfrogs and are the most savage of their kind. They will try to eat anything they can kill and fit into their maws, even other bullywugs.

Chieftain

The greedy and opportunistic bullywug chieftain cares nothing more than to gorge on food and accumulate as much wealth as it can. It will not hesitate to sacrifice its kin for its own benefit. In battle, the chieftain can be a cunning foe. While it tries to avoid putting itself in direct harm, it knows how to utilize its powerful croaks to inspire its followers and disorient its foes. The tip of the chieftain's spear is always coated with serpent venom.

Swampstalker

Swampstalkers serve its bullywug tribe as their best scouts and hunters. If they find an opportunity to strike without getting noticed, they will do so. If not, they will lie in wait, observe their prey, and report back to the tribe.

Witch Doctor

Bullywugs used to revere Ramenos, an evil and gluttonous deity that has long since died. And yet it is not fully understood how bullywug witch doctors continue to draw supernatural power from the dead god, which enables them to imbue themselves with deadly, poisonous attacks. The witch doctor always dips its spear in serpent venom.

Bullywug Brute

Medium Humanoid (Bullywug), Typically Neutral Evil

Armor Class 13 (hide armor)
Hit Points 52 (7d8 + 21)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	7 (-2)

Skills Stealth +3, Survival +2
Senses passive Perception 10
Languages Bullywug
Challenge 2 (450 XP) **Proficiency Bonus** +2

Amphibious. The bullywug can breathe air and water.

Brute. A melee weapon deals one extra die of its damage when the bullywug hits with it (included in the attack).

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Standing Leap. The bullywug's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Multiattack. The bullywug makes two melee attacks: one with its Bite and one with its Greatclub or Spear.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Greatclub. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, or 12 (2d8 + 3) piercing damage if used with two hands to make a melee attack, or 6 (1d6 + 3) piercing damage at range.

Bullywug Chieftain

Medium Humanoid (Bullywug), Typically Neutral Evil

Armor Class 16 (hide armor, shield)
Hit Points 90 (12d8 + 36)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	8 (-1)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +4
Senses passive Perception 13
Languages Bullywug
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Amphibious. The bullywug can breathe air and water.

Legendary Resistance (1/Day). If the bullywug fails a saving throw, it can choose to succeed instead.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Multiattack. The bullywug makes three melee attacks: one with its Bite and two with its Spear.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit: 5* (1d4 + 3) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) poison damage.

Battle Croak (1/Day). The bullywug emits a frenzy-inducing croak. Up to six bullywug allies that are within 30 feet of this bullywug can use their reaction to move up to half their speed and make one melee weapon attack with advantage on the attack roll, but attack rolls against them have advantage until the start of their next turn. The bullywug can then take the Dash, Disengage, or Hide action as a bonus action.

Legendary Actions

The bugbear can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The bugbear regains spent legendary actions at the start of its turn.

Leap. The bullywug moves up to half its speed without provoking opportunity attacks.
Stab (Costs 2 Actions). The bullywug makes a Spear attack.
Reverberating Croak (Costs 3 Actions). The bullywug emits a loud and disorienting croak. Each creature not a bullywug within 20 feet of the bullywug and can hear the bullywug must succeed on a DC 12 Constitution saving throw or be stunned until the end of the bullywug's next turn.

Bullywug Swampstalker

Medium Humanoid (Bullywug), Typically Neutral Evil

Armor Class 14 (hide armor)
Hit Points 16 (3d8 + 3)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	7 (-2)	12 (+1)	7 (-2)

Skills Stealth +4
Senses passive Perception 11
Languages Bullywug
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Amphibious. The bullywug can breathe air and water.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Swamp Strider. Moving through nonmagical difficult swampy terrain doesn't cost the bullywug extra movement.

Slay Foe (1/Turn). The bullywug deals an extra 4 (1d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

Actions

Multiattack. The bullywug makes two melee attacks: one with its Bite and one with its Spear.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Bonus Actions

Stealthy. The bullywug takes the Hide action.

Bullywug Witch Doctor

Medium Humanoid (Bullywug), Typically Neutral Evil

Armor Class 15 (hide armor, shield)
Hit Points 58 (9d8 + 18)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	8 (-1)	16 (+3)	9 (-1)

Skills Perception +5, Stealth +3
Senses passive Perception 15
Languages Bullywug
Challenge 3 (700 XP) **Proficiency Bonus** +2

Amphibious. The bullywug can breathe air and water.

Speak with Frogs and Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Swamp Camouflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Multiattack. The bullywug makes two melee attacks: one with its Bite and one with its Spear.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack, plus 7 (2d6) poison damage.

Poison Spittle. *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 17 (5d6) poison damage and the target must succeed on a DC 13 Constitution saving throw or be blinded until the end of the bullywug's next turn.

Spellcasting. The bullywug casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *light, sacred flame* (2d8), *thaumaturgy*
1/day each: *bestow curse, cure wounds, control water, feign death, hold person, tidal wave*

Cambions

Cambion Hell Knight

Medium Fiend, Any Alignment

Armor Class 19 (scale mail)
Hit Points 133 (14d8 + 70)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Str +9, Con +9, Wis +6, Cha +7
Skills Deception +7, Intimidation +7, Perception +6, Stealth +6
Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 16
Languages Abyssal, Common, Infernal
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Fiendish Blessing. The AC of the cambion includes its Charisma bonus.

Actions

Multiattack. The cambion makes two melee attacks or uses its Fire Ray twice.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 4 (1d8) fire damage.

Fire Ray. *Ranged Spell Attack:* +7 to hit, range 120 ft., one creature. *Hit:* 10 (3d6) fire damage.

Fiendish Charm. One humanoid the cambion can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the cambion's spoken commands. If the target suffers any harm from the cambion or another creature or receives a suicidal command from the cambion, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to the cambion's Fiendish Charm for the next 24 hours.

Spellcasting. The cambion casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

3/day each: *alter self, command, detect magic*
1/day each: *dispel magic, plane shift* (self only)

Dreadful Aspect (Recharges after a Short or Long Rest). The cambion exudes magical menace. Each enemy within 30 feet of the cambion must succeed on a DC 15 Wisdom saving throw or be frightened for l minute. If a frightened target ends its turn more than 30 feet away from the cambion, the target can repeat the saving throw, ending the effect on itself on a success.

Bonus Actions

Hellfire Smite (Recharge 5–6). The cambion deals an extra 4 (1d8) fire damage and 4 (1d8) necrotic damage when it hits a target with its Greatsword attack.

Hell Knight Warlock Trickster

Cambion Trickster

Medium Fiend, Any Alignment

Armor Class 19 (studded leather)
Hit Points 127 (15d8 + 60)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	18 (+4)	16 (+3)	12 (+1)	16 (+3)

Saving Throws Dex +8, Int +7, Wis +5, Cha +7
Skills Deception +7, Perception +5, Persuasion +7, Stealth +8
Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 15
Languages Abyssal, Common, Infernal
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Evasion. If the cambion is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the cambion instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Fiendish Blessing. The AC of the cambion includes its Charisma bonus.

Sneak Attack (1/Turn). The cambion deals an extra 24 (7d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the cambion that isn't incapacitated and the cambion doesn't have disadvantage on the attack roll.

Actions

Multiattack. The cambion makes two melee attacks or uses its Befuddling Bolt twice.

Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 3 (1d6) fire damage.

Befuddling Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one creature. *Hit:* 10 (3d6 + 3) psychic damage and the target has disadvantage to Intelligence, Wisdom, and Charisma saving throws and can't use reactions until the end of the cambion's next turn.

Fiendish Charm. One humanoid the cambion can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the cambion's spoken commands. If the target suffers any harm from the cambion or another creature or receives a suicidal command from the cambion, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to the cambion's Fiendish Charm for the next 24 hours.

Spellcasting. The cambion casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *mage hand, minor illusion, mind sliver* (2d6), *poison spray* (2d12)
3/day each: *alter self, command, detect magic*
1/day each: *fear, fireball, hold person, invisibility, mirror image, plane shift* (self only), *silent image, shadow blade, Tasha's hideous laughter*

Bonus Actions

Distracting Hand. While the cambion has the *mage hand* spell active, it designates a creature within 5 feet of the spectral hand. The cambion has advantage on its attack rolls against that creature until the end of the turn.

Hell Knight

Hell Knights are half-devil anti-paladins. They are fearless and cruel and often serve as commanders of a devil army.

Trickster

Some cambions prefer the more subtle tactics of manipulation to toy with and torment their enemies. These are the cambions who take the path of the arcane trickster.

Warlock

These cambions are warlocks that have made a pact with their parents, taking full advantage of their bloodline. Their lust for power and knowledge is unparalleled.

Cambion Warlock

Medium Fiend, Any Alignment

Armor Class 16 (19 with *mage armor*)
Hit Points 119 (14d8 + 56)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	18 (+4)	16 (+3)	16 (+3)	18 (+4)

Saving Throws Con +8, Int +7, Wis +7, Cha +8
Skills Arcana +7, Deception +8, Perception +7, Religion +7
Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 17
Languages Abyssal, Common, Infernal
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Fiendish Blessing. The AC of the cambion includes its Charisma bonus.

Dark One's Own Luck (Recharges after a Short or Long Rest). When the cambion makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

Actions

Multiattack. The cambion makes two melee attacks or uses its Fire Ray twice.

Spear. *Melee Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Fire Ray. *Ranged Spell Attack:* +8 to hit, range 120 ft., one creature. *Hit:* 10 (3d6) fire damage.

Fiendish Charm. One humanoid the cambion can see within 30 feet of it must succeed on a DC 16 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the cambion's spoken commands. If the target suffers any harm from the cambion or another creature or receives a suicidal command from the cambion, the target can repeat the saving throw, ending the effect on itself on a success. If a target's saving throw is successful, or if the effect ends for it, the creature is immune to the cambion's Fiendish Charm for the next 24 hours.

Spellcasting. The cambion casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *eldritch blast* (3 beams, 1d10 + 4), *levitate* (self only), *mage armor* (self only) *mage hand, minor illusion, speak with the dead*
3/day: *alter self, banishment, command, detect magic, fireball, flame strike, mirror image, scrying* (as an action), *wall of fire*
1/day each: *feeblemind, finger of death, plane shift* (self only)

Carrion Crawler

Enormous Carrion Crawler

When a carrion crawler lives in an isolated environment as an alpha predator with no competition and has access to endless organic matter to live on, it can grow to an immense size that is almost unheard of. Such an abomination can grow to nearly 40-feet long and rise to 15 feet when it rears up to attack. Its tentacles are large and long enough to attack different targets within reach, making it even more dangerous. Worse, it can unleash its tentacles in a blinding flurry, possibly attacking multiple targets within its reach!

Carrion Crawler, Enormous

Huge Monstrosity, Unaligned

Armor Class 14 (natural armor)
Hit Points 142 (15d12+45)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	1 (-5)	14 (+2)	7 (-2)

Skills Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Keen Smell. The carrion crawler has advantage on Wisdom (Perception) checks that rely on smell.

Spider Climb. The carrion crawler can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The carrion crawler makes three Tentacle attacks and one Bite attack.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one creature. *Hit:* 6 (1d4 + 4) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Tentacle Flurry (Recharge 5–6). The carrion crawler makes eight Tentacle attacks.

Centaurs

Centaur Champion

Centaur champions are noble and fearless warriors who lead their tribes into battle. They can cleave through multiple targets with their halberds.

Centaur Skirmisher

Primarily used as scouts, centaur skirmishers take advantage of their mobility and employ hit-and-run tactics to attack the most important targets within the enemy ranks.

Centaur Shaman

Centaur shamans are druids who often lead their tribes or are advisors to the tribe's chieftain. In combat, they prefer to use their spells to heal their brethren but will not hesitate to unleash nature's wrath against their enemies if pressed.

Centaur Champion

Large Monstrosity, Typically Neutral Good

Armor Class 16 (breastplate)
Hit Points 153 (18d10 + 54)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	9 (-1)	14 (+1)	12 (+1)

Saving Throws Str +8, Con +6
Skills Athletics +8, Perception +4, Survival +4
Senses passive Perception 14
Languages Elvish, Sylvan
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Charge. If the centaur moves at least 30 feet straight toward a target and then hits it with a Halberd attack on the same turn, the target takes an extra 17 (5d6) slashing damage.

Indomitable (2/Day). The centaur rerolls a failed saving throw. It must use the new roll.

Actions

Multiattack. The centaur makes three attacks: two with its Halberd and one with its Hooves or three with its Longbow.

Halberd. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) slashing damage.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage.

Slashing Gallop (Recharge 5–6). The centaur moves up to its speed in a straight line and targets each creature within 10 feet of it during its movement. Each target must succeed on a DC 16 Dexterity saving throw or take 10 (1d10 + 5) slashing damage.

Bonus Actions

Second Wind (Recharges after a Short or Long Rest). The centaur regains 15 hit points.

Centaur Skirmisher

Large Monstrosity, Typically Neutral Good

Armor Class 14
Hit Points 90 (12d10 + 24)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	14 (+2)	9 (-1)	13 (+1)	11 (+0)

Skills Athletics +6, Perception +3, Survival +3
Senses passive Perception 13
Languages Elvish, Sylvan
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Charge. If the centaur moves at least 30 feet straight toward a target and then hits it with a Pike attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

Skirmish Advantage. Once per turn, the centaur gains advantage on its attack roll when it makes a weapon attack while occupying a space at least 15 feet away from where it started its turn.

Actions

Multiattack. The centaur makes two attacks: one with its Pike and one with its Hooves or two with its Longbow.

Pike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage.

Reactions

Lightfooted. The centaur takes the Dash or Disengage action.

Skirmisher. When an enemy the centaur can see ends its turn within 5 feet of it, the centaur can move up to half its speed. This movement doesn't provoke opportunity attacks.

Centaur Shaman

Large Monstrosity, Typically Neutral Good

Armor Class 13
Hit Points 112 (15d10 + 30)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	10 (+0)	17 (+3)	13 (+1)

Skills Athletics +6, Perception +6, Survival +6
Senses passive Perception 16
Languages Elvish, Sylvan
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Charge. If the centaur moves at least 30 feet straight toward a target and then hits it with a Pike attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

Actions

Multiattack. The centaur makes two attacks: one with its Pike and one with its Hooves or it uses its Storm Bolt twice.

Pike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Storm Bolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 16 (3d8 + 3) lightning or thunder (centaur's choice) damage.

Spellcasting. The centaur casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *druidcraft, gust, thorn whip* (3d6)
2/day each: *cure wounds, entangle, moonbeam, thunderwave*
1/day each: *call lightning, freedom of movement, wrath of nature, wind wall*

Cyclone Blast (Recharges 5–6). The centaur summons powerful, whirling winds in a 30-foot line that is 10 feet wide. Each creature in that line must make a DC 14 Strength saving throw. On a failed save, a creature takes 31 (7d8) force damage and is pushed up to 10 feet and knocked prone. On a successful save, a creature takes half as much damage and isn't pushed or knocked prone.

Chimera

Ancient Chimera

When a chimera has lasted more than its average lifespan and devoured countless prey, it can be gifted by Demogorgon additional life and power. The chimera ages and eventually grows into a more formidable version - an ancient chimera. It is easily twice the size of its regular kind and has developed the ability to unleash a roar so terrifying it can paralyze those who hear it.

Territorial Predator. The ancient chimera will actively hunt down and drive out any competitors and predators within miles of its lair. When an ancient chimera has finally settled, the area around it soon becomes dismal and desolate - with the various bones of its prey littering the ground.

Mercenary Guardian. Although more beast than dragon, the ancient chimera is still fond of hoarding treasure, and may be coaxed by a more powerful creature (such as an evil archmage, demon, lich, or giant) to serve as a guardian if paid and fed well.

Chimera, Ancient

Huge Monstrosity, Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 212 (17d12 + 102)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	23 (+6)	5 (-3)	16 (+3)	12 (+1)

Saving Throws Dex +5, Con +11, Wis +8, Cha +6
Skills Perception +13
Senses darkvision 60 ft., passive Perception 23
Languages understands Draconic but can't speak
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Three-Headed. The chimera has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Actions

Multiattack. The chimera makes four attacks: one with its Lion's Bite, one with its Dragon's Bite, one with its Horns, and one with its Claws. When its Fire Breath is available, it can use Fire Breath in place of Dragon's Bite.

Dragon's Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) fire.

Lion's Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Horns. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Claws. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Tail. *Melee Weapon Attack*: +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Fire Breath (Recharge 5–6). The dragon head exhales fire in a 30-foot cone. Each creature in that area must succeed on a DC 19 Dexterity saving throw, taking 63 (14d8) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The chimera can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The chimera regains spent legendary actions at the start of its turn.

Tail. The chimera makes a Tail attack.

Wing Attack (Costs 2 Actions). The chimera beats its wings. Each creature within 10 feet of the chimera must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The chimera can then fly up to half its flying speed.

Lion's Roar (Costs 3 Actions). The chimera's lion head emits a magical roar. Each creature within 120 feet that can hear its roar must succeed on a DC 19 Wisdom saving throw or be and frightened for one minute. A creature that fails the save by 5 or more is also paralyzed for the same duration. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Lion's Roar the next 24 hours.

Ankhimera

Large Monstrosity, Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft., burrow 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

Skills Perception +8
Senses darkvision 60 ft., passive Perception 18
Languages understands Draconic but can't speak
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Three-Headed. The ankhimera has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Actions

Multiattack. The ankhimera makes three attacks: one with its Ankheg's Bite, one with its Dragon's Bite, and one with its Horns. When its Acid Spray is available, it can use Acid Spray in place of its Ankheg's Bite. When its Cold Breath is available, it can use Cold Breath in place of its Dragon's Bite. However, it can't use both Acid Spray and Cold Breath on the same turn.

Ankheg's Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 3 (1d6) acid. If the target is a Large or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the ankhimera can only use its Ankheg's Bite attack on the grappled creature and has advantage on attack rolls to do so.

Dragon's Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) cold.

Horns. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage.

Acid Spray (Recharge 6). The ankheg head spits acid in a line that is 30 feet long and 5 feet wide, provided that it has no creature grappled. Each creature in that line must succeed on a DC 15 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one

Cold Breath (Recharge 6). The dragon head exhales an icy blast in a 15-foot cone. Each creature in that area must succeed on a DC 15 Constitution saving throw, taking 31 (7d8) cold damage on a failed save, or half as much damage on a successful one.

Ankhimera

The ankhimera is a fairly new type of chimeric creature that was created through the experiments of a mad wizard. Instead of having a lion's head and forelimbs, the ankhimera has an ankheg's. Due to this change, the ankhimera can burrow through earth using its ankheg's forelimbs. In combat, it can spit acid just like a normal ankheg, in addition to its normal dragon's breath. When hunting, the ankhimera prefers to wait and hide in a burrow to ambush prey.

Gorgimera

The deadly gorgimera combines the standard dragon and lion parts with that of a gorgon's head and hind quarters. In addition to its dragon's breath, the chimera can now also use a Petrification Breath. The gorgimera is more aggressive and ill-tempered than its common cousin, and is quick to charge at any creature that approaches or looks like food to it.

Gorgimera

Large Monstrosity, Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	19 (+4)	3 (-4)	14 (+2)	10 (+0)

Skills Perception +10
Condition Immunities petrified
Senses darkvision 60 ft., passive Perception 20
Languages understands Draconic but can't speak
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Three-Headed. The gorgimera has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Trampling Charge. If the gorgimera moves at least 20 feet straight toward a creature and then hits it with a Gore attack on the same turn, that target must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the gorgimera can make one attack with its Hooves against it as a bonus action.

Actions

Multiattack. The gorgimera makes four attacks: one with its Lion's Bite, one with its Dragon's Bite, one with its Gore, and one with its Claws. When its Lightning Breath is available, it can use the Lightning Breath in place of its Dragon's Bite. When its Petrification Breath is available, it can use the Petrification Breath in place of its Gore. However, it can't use both Lightning Breath and Petrification Breath during the same turn.

Dragon's Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 5 (1d10) lightning.

Lion's Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Gore. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage.

Claws. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Hooves. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage.

Lightning Breath (Recharge 6). The dragon head exhales lightning in a 30-foot line. Each creature in that area must make a DC 16 Dexterity saving throw, taking 40 (9d8) lightning damage on a failed save, or half as much damage on a successful one.

Petrification Breath (Recharge 6). The gorgon head exhales petrifying gas in a 15-foot cone. Each creature in that area must succeed on a DC 16 Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the *greater restoration* spell or other magic.

Mantimera

While not as powerful as the gorgimera, the mantimera is certainly the most hideous species of chimera. Instead of the standard lion parts, the mantimera has the head, forelimbs, and tail of a manticore. Just like a manticore, it can unleash terrible iron-like spikes from its Tail during combat.

Mantimera

Large Monstrosity, Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	5 (-3)	14 (+2)	8 (-1)

Skills Perception +8
Senses darkvision 60 ft., passive Perception 18
Languages understands Draconic but can't speak
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Tail Spike Regrowth. The mantimera has twenty-four Tail Spikes. Used spikes regrow when the mantimera finishes a long rest.

Three-Headed. The mantimera has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Actions

Multiattack. The mantimera makes four attacks: one with its Manticore's Bite, one with its Dragon's Bite, one with its Horns, and one with its Claws, or four with its Tail Spikes. When its Acid Breath is available, it can use the Acid Breath in place of its Dragon's Bite.

Dragon's Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) acid.

Manticore's Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Horns. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning damage.

Claws. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Acid Breath (Recharge 6). The dragon head exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must succeed on a DC 15 Dexterity saving throw, taking 45 (10d8) acid damage on a failed save, or half as much damage on a successful one.

Tail Spike. *Ranged Weapon Attack:* +6 to hit, range 100/200 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Chuul Juggernaut

Huge Aberration, Typically Chaotic Evil

Armor Class 18 (natural armor)
Hit Points 195 (17d12 + 85)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	12 (+1)	13 (+1)	6 (-2)

Skills Perception +9
Damage Immunities poison
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 19
Languages understands Deep Speech but can't speak
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Amphibious. The chuul can breathe air and water.

Sense Magic. The chuul senses magic within 120 feet of it at will. This trait otherwise works like the detect magic spell but isn't itself magical.

Actions

Multiattack. The chuul makes two Pincer attacks and uses its Telekinetic Pull. If the chuul is grappling a creature, the chuul can also use its Tentacles once.

Pincer. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage. The target is grappled (escape DC 16) if it is a Huge or smaller creature and the chuul doesn't have two other creatures grappled.

Tentacles. One creature grappled by the chuul must succeed on a DC 17 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed and takes 11 (2d10) poison damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Telekinetic Pull. The chuul projects a powerful telekinetic force that grips and crushes a target within 120 feet. If the target is a Huge or smaller creature, it must succeed on a DC 13 Strength saving throw or it takes 16 (3d10) psychic damage and the chuul pulls the target up to 30 feet towards itself. It is restrained by the chuul's telekinetic grip until the start of the chuul's next turn or until the chuul is incapacitated.

Chuul

Chuul Juggernaut

Although rare, some chuul grow to an immense size and develop some psychic abilities. These are called juggernauts and are often sought out by aboleths to use as personal guardians.

Uchuulon (Slime Chuul)

Mind flayers capture and enslave chuuls to serve as guardians. They implant chuuls with illithid tadpoles that cause the chuuls to transform into uchuulons, also known as slime chuuls. These foul abominations can incapacitate their victims with their paralytic slime and stun foes with their mind blast ability.

Uchuulon

Large Aberration, Typically Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 105 (14d10 + 28)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	14 (+2)	13 (+1)	7 (-2)

Skills Perception +7
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 17
Languages understands Deep Speech but can't speak
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Amphibious. The uchuulon can breathe air and water.

Paralytic Slime. The uchuulon is coated with paralytic slime. A creature that touches the uchuulon or hits it with a melee attack while within 5 feet of it takes 5 (1d10) poison damage and must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Sense Magic. The uchuulon senses magic within 120 feet of it at will. This trait otherwise works like the detect magic spell but isn't itself magical.

Actions

Multiattack. The uchuulon makes two Pincer attacks. If the uchuulon is grappling a creature, the uchuulon can also use its Tentacles once.

Pincer. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 5 (1d10) poison damage and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The target is also grappled (escape DC 13) if it is a Large or smaller creature and the uchuulon doesn't have two other creatures grappled.

Tentacles. One creature grappled by the uchuulon must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed and takes 5 (1d10) poison damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Mind Blast (Recharge 5–6). The uchuulon magically emits psychic energy in a 90-foot cone. Each creature in that area must succeed on a DC 13 Intelligence saving throw or take 29 (6d8 + 2) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Cloakers

Cloaker Lord

Cloaker Lords are huge shadows that take to the air, having an average wingspan of 30 feet. They are the highly intelligent supreme leaders and rulers of all cloakerkind and sometimes lead their kin in daring raids against Underdark drow, svirfneblin, and illithid communities. However, cloaker lords prefer to stay within the confines of their lairs, sending out cloakers to scout and do their bidding. They are never without at least half a dozen cloakers nearby as bodyguards.

In combat, a cloaker lord will rarely put itself within an enemy's reach, usually staying well behind its minions with its phantasms activated. It prefers to use only its spells and ranged abilities to defeat its foes, approaching a defeated foe only to dine on it.

Cloaker Lord

Huge Aberration, Typically Chaotic Neutral

Armor Class 16 (natural armor)
Hit Points 133 (14d12 + 42)
Speed 10 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

Saving Throws Dex +8, Int +9, Wis +8, Cha +9
Skills Intimidation +9, Perception +8, Stealth +8
Senses darkvision 60 ft., passive Perception 18
Languages Deep Speech, Undercommon
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Damage Transfer. While attached to a creature, the cloaker lord takes only half the damage dealt to it (rounded down) and that creature takes the other half.

False Appearance. If the cloaker lord is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the cloaker lord move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the cloaker lord is animate.

Legendary Resistance (2/Day). If the cloaker lord fails a saving throw, it can choose to succeed instead.

Light Sensitivity. While in bright light, the cloaker lord has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The cloaker lord uses Command Cloaker. It then makes two attacks: one with its Bite and one with its Tail. Alternatively, it can use Moan and make one Tail attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 15 (3d6 + 5) piercing damage, and if the target is Huge or smaller, the cloaker lord attaches to it. If the cloaker lord has advantage against the target, the cloaker lord attaches to the target's head, and the target is blinded and unable to breathe while the cloaker lord is attached. While attached, the cloaker lord can make this attack only against the target and has advantage on the attack roll. The cloaker lord can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the cloaker lord by succeeding on a DC 19 Strength check.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage.

Command Cloaker. The cloaker lord targets an allied cloaker within 30 feet that can see and hear the cloaker lord. The target uses its reaction to move up to half its speed and make one melee attack.

Moan. Each creature within 60 feet of the cloaker lord that can hear its moan and that isn't an aberration must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature that fails the save by 5 or more is also paralyzed for the same duration. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful, the creature is immune to the cloaker lord's Moan for the next 24 hours.

Spellcasting (Psionics). The cloaker lord casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 17):

At will: *darkness, invisibility, phantasmal force*
2/day each: *dominate person, Evard's black tentacles, hold monster, major image, negative energy flood, stinking cloud*
1/day each: *maddening darkness, plane shift*

Phantasms (Recharge 5–6). The cloaker lord magically creates four illusory duplicates of itself if it isn't in bright light. The duplicates move with it and mimic its actions, shifting position so as to make it impossible to track which cloaker lord is the real one. If the cloaker lord is ever in an area of bright light, the duplicates disappear.

Whenever any creature targets the cloaker lord with an attack or a harmful spell while a duplicate remains, that creature rolls randomly to determine whether it targets the cloaker lord or one of the duplicates. A creature is unaffected by this magical effect if it can't see or if it relies on senses other than sight.

A duplicate has the cloaker lord's AC and uses its saving throws. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals damage, the duplicate disappears.

Legendary Actions

The cloaker lord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The cloaker lord regains spent legendary actions at the start of its turn.

Tail. The cloaker lord makes a Tail attack.
Command Cloaker. The cloaker lord uses Command Cloaker.
Cast a Spell (Costs 3 Actions). The cloaker uses Spellcasting.

Shadow Cloaker

Shadow cloakers, also known as shadowcloaks, are menacing predators that have been tainted by the Shadowfell after living in Plane of Shadow for many years. Vicious and cunning, they scour the Underdark caverns for victims to torment and consume.

In combat, they employ their shadow abilities to great effect, often catching their prey by surprise.

Cloaker, Shadow

Large Aberration, Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 84 (13d10 + 13)
Speed 10 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	12 (+1)	13 (+1)	12 (+1)	14 (+2)

Skills Stealth +11
Damage Resistances acid, cold, fire, lightning, thunder
Senses darkvision 60 ft., passive Perception 11
Languages Deep Speech, Undercommon
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Damage Transfer. While attached to a creature, the cloaker takes only half the damage dealt to it (rounded down). and that creature takes the other half.

False Appearance. If the cloaker is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the cloaker move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the cloaker is animate.

Light Sensitivity. While in bright light, the cloaker has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The cloaker makes two attacks: one with its Bite and one with its Tail. Alternatively, it can use Vampiric Drain and make one Tail attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage, and if the target is Large or smaller, the cloaker attaches to it. If the cloaker has advantage against the target, the cloaker attaches to the target's head, and the target is blinded and unable to breathe while the cloaker is attached. While attached, the cloaker can make this attack only against the target and has advantage on the attack roll. The cloaker can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the cloaker by succeeding on a DC 16 Strength check.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 8 (1d8 + 4) slashing damage plus 3 (1d6) necrotic damage.

Vampiric Drain. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature the cloaker is attached to. *Hit:* 11 (2d6 + 4) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the cloaker regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way rises as a shadow under the cloaker's control.

Moan. Each creature within 60 feet of the cloaker that can hear its moan and that isn't an aberration must succeed on a DC 14 Wisdom saving throw or become frightened until the end of the cloaker's next turn. If a creature's saving throw is successful, the creature is immune to the cloaker's moan for the next 24 hours.

Phantasms (Recharges after a Short or Long Rest). The cloaker magically creates three illusory duplicates of itself if it isn't in bright light. The duplicates move with it and mimic its actions, shifting position so as to make it impossible to track which cloaker is the real one. If the cloaker is ever in an area of bright light, the duplicates disappear.

Whenever any creature targets the cloaker with an attack or a harmful spell while a duplicate remains, that creature rolls randomly to determine whether it targets the cloaker or one of the duplicates. A creature is unaffected by this magical effect if it can't see or if it relies on senses other than sight.

A duplicate has the cloaker's AC and uses its saving throws. If an attack hits a duplicate, or if a duplicate fails a saving throw against an effect that deals damage, the duplicate disappears.

Shadow Jump. If the cloaker is in dim light or darkness, each creature of the cloaker's choice within 5 feet of it must succeed on a DC 14 Constitution saving throw or take 21 (3d12 + 2) necrotic damage.

The cloaker then magically teleports up to 60 feet to an unoccupied space it can see. It can bring one creature it's attached to, teleporting that creature to an unoccupied space it can see within 5 feet of its destination. The destination spaces of this teleportation must be in dim light or darkness.

Bonus Actions

Shadow Stealth. While in dim light or darkness, the cloaker takes the Hide action.

Shadow Step. While in dim light or darkness, the cloaker teleports up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

Cockatrice

Greater Cockatrice

The abominable greater cockatrice is a far more horrifying version of the common cockatrice. It is about the size of a horse, has more leathery reptilian scales and skin than it has feathers, a long serpentine tail that ends with a vicious stinger, and a foul beak that drips with venom.

Death Crow. Already dangerous for its ability to petrify mortals with a mere peck, the greater cockatrice can also unleash a horrid crow that can cause the blood vessels of nearby creatures to rupture, instantly killing them.

Rare Guardians. Thankfully, the greater cockatrice is rarely encountered, as it avoids populous areas, and is said to haunt only deserted ruins and desolate locales. It is often kept as a guardian or pet by more powerful creatures such as dao and lamia nobles.

Prized Carcass. Apothecarists, artificers, enchanters, and wizards greatly value the body parts of a greater cockatrice as magical ingredients for their concoctions, spells, and magical creations and would hire adventurers to seek and hunt a greater cockatrice. Only a few manage to return to claim their rewards and seldom do they account for the cost it took.

Cockatrice, Greater

Large Monstrosity, Unaligned

Armor Class 14 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	2 (-4)	13 (+1)	5 (-3)

Skills Perception +4
Damage Immunities poison
Condition Immunities petrified, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Actions

Multiattack. The cockatrice makes three attacks: one with its Bite, one with its Claws, and one with its Stinger.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage plus 7 (2d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Stinger. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage. The target must succeed on a DC 15 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

Death Crow (1/Day). The cockatrice releases a horrid crow. This crow has no effect on Constructs and Undead. All other creatures within 30 feet of it that can hear it must make a DC 14 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) necrotic damage.

Couatl

Greater Couatl

Greater couatls are the larger and powerful cousins of the common couatl and are the natural leaders and champions of a couatl community.

They sometimes serve as messengers of the gods and are sometimes sent on secret missions to support and or rescue heroes in need. They seldom show their true form, often appearing in a form that they believe is more comfortable to their audience.

Couatl, Greater

Large Celestial, Typically Lawful Good

Armor Class 20 (natural armor)
Hit Points 199 (19d10 + 95)
Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	21 (+5)	20 (+5)	22 (+6)	20 (+5)

Saving Throws Con +10, Wis +11, Cha +10
Damage Resistances radiant
Damage Immunities psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities petrified
Senses truesight 120 ft., passive Perception 16
Languages all, telepathy 120 ft.
Challenge 15 (13,000) **Proficiency Bonus** +5

Flyby. The coautl doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Magic Weapons. The coautl's weapon attacks are magical.

Shielded Mind. The coautl is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

Twist Free. The coautl automatically makes its saving throws against paralysis and being restrained at the end of its turn as long as it is not unconscious.

Actions

Multiattack. The coautl makes two attacks: one with its Bite and one to Constrict.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage and the target must succeed on a DC 18 Constitution saving throw or be poisoned for 24 hours. Until this poison ends, the target is unconscious. Another creature can use an action to shake the target awake.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one Large or smaller creature. *Hit:* 16 (2d10 + 5) bludgeoning damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the coautl can't use Constrict on another target

Spellcasting. The coautl casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *detect evil and good, detect magic, detect thoughts*
3/day each: *bless, create food and water, cure wounds, lesser restoration, protection from poison, sanctuary*
2/day each: *dawn, dream* (as an action), *greater restoration, scrying* (as an action)
1/day each: *resurrection* (as an action), *temple of the gods* (as an action)

Change Shape. The coautl magically transforms into a humanoid or beast, or back into its true form, while retaining its game statistics. If the new form has a Bite attack, the coautl can use its Bite in that form This transformation ends if the coautl is reduced to 0 hit points or uses an action to end it.

Radiant Burst (Recharge 5–6). The coautl emits a burst of radiant energy. Each ally within 20 feet of the coautl regains 22 (5d8) hit points. Each enemy within 20 feet of the couatl must succeed on a DC 18 Dexterity saving throw, taking 22 (5d8) radiant damage on a failed save, or half as much on a successful one.

Bonus Actions

Divine Word (1/Day). The coautl casts *divine word*, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18).

Ethereal Jaunt. The coautl magically shifts from the Material Plane to the Ethereal Plane, or vice versa.

Reactions

Shield (3/Day). The coautl casts *shield*, requiring no material components and using Charisma as the spellcasting ability.

Legendary Actions

The coautl can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The coautl regains spent legendary actions at the start of its turn.

Bite. The coautl makes a Bite attack.
Teleport. The coautl teleports up to 60 feet to an unoccupied space it can see.
Cast a Spell (Costs 2 Actions). The coautl uses Spellcasting.

Crawling Claw

Ghastly Claw

A ghastly claw is the severed hand of an undead ghast that continues to remain animated despite the destruction of its host. It exudes a foul, nauseating odor and its mere touch can paralyze a living creature. Like a crawling claw, the ghastly claw is driven by its lingering evil to murder any living creature it encounters.

Swarm of Crawling Claws

A swarm of crawling claws is a horrid sight to behold. It acts like a normal swarm of insects but with a cruel, malevolent purpose.

The swarm often attacks only a single creature at a time, using sheer numbers to overwhelm and knock a target prone so it can finish it with its flesh rending fingers.

Unusual Nature. The ghastly claw and the swarm of crawling claws don't require air, food, drink, or sleep.

Ghastly Claw

Tiny Undead, Typically Neutral Evil

Armor Class 12
Hit Points 5 (2d4)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	5 (-3)	10 (+0)	4 (-3)

Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10
Languages understands Common but can't speak
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Stench. Any creature that starts its turn within 5 feet of the ghastly claw must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to any ghastly claw's Stench for 24 hours.

Turn Immunity. The swarm is immune to effects that turn Undead.

Actions

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) slashing damage. If the target is a creature other than an elf or Undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Swarm of Crawling Claws

Medium Swarm of Tiny Undead, Typically Neutral Evil

Armor Class 12
Hit Points 54 (12d8)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	11 (+0)	5 (-3)	10 (+0)	4 (-3)

Damage Resistances bludgeoning, piercing, slashing
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10
Languages understands Common but can't speak
Challenge 3 (700 XP) **Proficiency Bonus** +2

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Claw. The swarm can't regain hit points or gain temporary hit points.

Turn Immunity. The swarm is immune to effects that turn Undead.

Actions

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 19 (4d6 + 5) bludgeoning or slashing damage (Claw's choice), or 12 (2d6 + 5) bludgeoning or slashing damage if the swarm has half of its hit points or fewer, and the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Cyclopes

Cyclops Berserker

These muscled brutes wield spiked clubs and shields and always charge into battle fearlessly, aiming to draw attention to themselves and away from their weaker allies. They are prized by slavers as they make excellent arena gladiators.

Cyclops Storm Sorcerer

Often thought of as shamans by their kin, these mages can naturally harness the elemental powers of air, lightning, and wind, as well as control the weather to suit the needs of their tribe.

Cyclops Warlock of the Fey

Cyclops usually refrain from worshipping gods but in very rare instances, one might enter into a pact with an archfey, especially a cyclops that originated from the Feywild.

Cyclopskin

Cyclopskin are the smaller cousins of the cyclops, standing about seven to eight feet tall. Although weaker, they appear to be slightly more intelligent, as they can carry a conversation better than their more brutish cousins.

Cyclops Berserker

Huge Giant, Typically Chaotic Neutral

Armor Class 14 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	20 (+5)	8 (-1)	6 (-2)	10 (+0)

Skills Survival +1
Senses passive Perception 8
Languages Giant
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Poor Depth Perception. The cyclops has disadvantage on any attack roll against a target more than 30 feet away.

Reckless. At the start of its turn, the cyclops can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The cyclops makes two Greataxe attacks. It can use its Cleaving Swing in place of one of these attacks, if available.

Greataxe. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) slashing damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 30/120 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Cleaving Swing (Recharge 5–6). The cyclops swings its Greataxe in a wide arc, and each creature within 10 feet of it must succeed on a DC 18 Dexterity saving throw. The target takes 26 (3d12 + 7) slashing damage on a failed save, or half as much damage on a successful one.

Cyclops Storm Sorcerer

Huge Giant, Typically Chaotic Neutral

Armor Class 14 (natural armor, 17 with *mage armor*)
Hit Points 171 (18d12 + 54)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	10 (+0)	10 (+0)	16 (+3)

Skills Perception +4, Nature +4
Damage Resistances lightning, thunder
Senses passive Perception 14
Languages Giant
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Poor Depth Perception. The cyclops has disadvantage on any attack roll against a target more than 30 feet away.

Heart of the Storm. Whenever the cyclops casts a spell other than a cantrip that deals lightning or thunder damage, a stormy aura surrounds it. In addition to the spell's effects, creatures of its choice within 10 feet of it take 10 (3d6) lightning or thunder damage (cyclops' choice).

Sorcery Points. The cyclops has 9 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Heightened Spell: When the cyclops casts a spell that forces a creature to make a saving throw to resist the spell's effects, it can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell: When the cyclops casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Actions

Multiattack. The cyclops makes two melee attacks or uses Storm Lash twice.

Quarterstaff. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (3d6 + 3) bludgeoning damage, or 16 (3d8 + 3) bludgeoning damage if used with two hands.

Storm Lash. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 16 (3d8 + 3) lightning or thunder damage (the cyclop's choice).

Spellcasting. The cyclops casts one of the following spells using Charisma as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *light, mage hand, ray of frost* (2d8), *thunderclap* (2d6)
2/day each: *gust of wind, lightning bolt, thunderwave*
1/day each: *control winds, ice storm, mage armor*

Storm Cloud (Recharge 5–6). A storm cloud instantly appears in the shape of a cylinder that is 10 feet tall with a 20-foot radius, centered on a point within 120 feet of the cyclops. The cyclops chooses up to three targets it can see under the cloud. A bolt of lightning flashes down from the cloud to each target. Each target must make a DC 15 Dexterity saving throw. A creature takes 22 (5d8) lightning damage on a failed save, or half as much damage on a successful one. A creature that fails the save by 5 or more is also incapacitated for the same duration. The storm cloud dissipates at the end of the turn.

Cyclops Warlock of the Fey

Huge Giant, Typically Chaotic Neutral

Armor Class 14 (natural armor)
Hit Points 178 (17d12 + 68)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	8 (-1)	6 (-2)	16 (+3)

Skills Arcana +2
Senses passive Perception 8
Languages Giant
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Poor Depth Perception. The cyclops has disadvantage on any attack roll against a target more than 30 feet away.

Actions

Multiattack. The cyclops makes two Spear attacks, or uses Bewildering Word twice.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 10 ft. or range 30/120 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage, or 16 (3d8 + 3) piercing damage if used with two hands to make a melee attack.

Bewildering Word. The cyclops utters a magical bewilderment, targeting one creature it can see within 60 feet of it. The target must succeed on a DC 14 Wisdom saving throw or take 9 (2d8) psychic damage and have disadvantage on attack rolls until the end of the cyclops's next turn.

Spellcasting. The cyclops casts one of the following spells using Charisma as the spellcasting ability (spell save DC 14):

At will: *mage hand, minor illusion, prestidigitation*
2/day: *fear, hold person* (2 targets)

Cyclopskin

Large Giant, Typically Chaotic Neutral

Armor Class 12 (hide armor)
Hit Points 85 (10d10 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	16 (+3)	10 (+0)	8 (-1)	10 (+0)

Senses passive Perception 9
Languages Giant
Challenge 3 (700 XP) **Proficiency Bonus** +2

Poor Depth Perception. The cyclopskin has disadvantage on any attack roll against a target more than 30 feet away.

Actions

Multiattack. The cyclopskin makes two melee attacks.

Greatclub. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Darkmantle

Mindmantle

In very rare instances, a darkmantle would prey upon a very weak or dying mind flayer in the wilds of the Underdark. Unable to defend itself, the once-mighty mind flayer becomes prey to the lowly darkmantle. Weeks after the darkmantle has consumed the mind flayer, a mutation curiously occurs. The darkmantle's head slightly increases in size, and its intelligence and awareness improve, slowly viewing its brethren as crude and slow. It transforms into a mindmantle and begins to crave brain matter.

Marionette Maker. At first, the mindmantle behaves like any other darkmantle. It clings to a cavern ceiling and waits for its prey to pass underneath. When it strikes, it attaches itself to its victim's head. As soon as the darkmantle successfully envelops its prey's head, it uses its madness ability to gain control of its target, controlling the latter like a bizarre marionette to attack and fend off the victim's allies.

Mindmantle

Small Monstrosity, Unaligned

Armor Class 11 (natural armor)
Hit Points 31 (7d6 + 7)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	4 (-3)	14 (+2)	7 (-2)

Skills Stealth +3
Senses blindsight 60 ft., passive Perception 12
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Damage Transfer. While attached to a creature, the mindmantle takes only half the damage dealt to it (rounded down) and that creature takes the other half.

Echolocation. The mindmantle can't use its blindsight while deafened.

False Appearance. If the mindmantle is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the mindmantle move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the mindmantle is animate.

Actions

Crush. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the mindmantle attaches to the target. If the target is Medium or smaller and the mindmantle has advantage on the attack roll, it attaches by engulfing the target's head, and the target is also blinded and unable to breathe while the mindmantle is attached in this way.

While attached to the target, the mindmantle can attack no other creature except the target but has advantage on its attack rolls. The mindmantle's speed also becomes 0, it can't benefit from any bonus to its speed, and it moves with the target.

A creature can detach the mindmantle by making a successful DC 13 Strength check as an action. On its turn, the mindmantle can detach itself from the target by using 5 feet of movement.

Darkness Aura (3/Day). A 15-foot radius of magical darkness extends out from the mindmantle, moves with it, and spreads around corners. The darkness lasts as long as the mindmantle maintains concentration, up to 10 minutes (as if concentrating on a spell). Darkvision can't penetrate this darkness, and no natural light can illuminate it. If any of the darkness overlaps with an area of light created by a spell of 2nd level or lower, the spell creating the light is dispelled.

Bonus Actions

Madness. A target the mindmantle is attached to must succeed on a DC 12 Wisdom saving throw. On a failed save, the target is magically charmed by the mindmantle until the mindmantle dies, is incapacitated, or is detached from the target. While the target is charmed in this way, it can telepathically see through the mindmantle's eyes.

The charmed target is under the mindmantle's control and the mindmantle and the target can communicate telepathically. The mindmantle can choose to loosen its grip on the target's head so that the target can breathe.

On each of its turns, the charmed target must move toward a creature of the mindmantle's choosing and make a melee attack against it if it is within reach.

On its subsequent turns, the mindmantle must use its action to maintain control over the target, or the effect ends.

The target can make a Wisdom saving throw at the end of each of its turns or whenever it takes damage. On a success, the effect ends.

Death Knight, Legendary

Legendary Death Knight

Legendary death knights were once mighty fallen paladins and blackguards that, either through their means or entering into a pact with a powerful evil entity, have risen as legendary death knights after their mortal life ended. Fortunately, there are only a few of them that exist, and each has a name that brings chills up the spines of even the most hardened adventurers.

Seldom does a legendary death knight leave its lair. But when it does, it is a very harrowing sight as a legendary death knight is never without its entourage of skeleton champions, knights, and banshees, if not a whole army of undead. Most have nightmares as steeds but a few command skeleton dragons or even dracoliches.

Unusual Nature. A legendary death knight doesn't require air, food, drink, or sleep.

A Death Knight's Lair

A legendary death knight often haunts the abode it favored in life, such as a lonely tower, a haunted ruin, or an academy of black magic. Alternatively, some legendary death knights construct secret tombs filled with powerful guardians and traps.

Everything about a legendary death knight's lair reflects its keen mind and wicked cunning, including the magic and mundane traps that secure it. Undead, constructs, and bound demons lurk in shadowy recesses, emerging to destroy those who dare to disturb the death knight's work.

A legendary death knight encountered in its lair has a challenge rating of 20 (25,000 XP).

Lair Actions

On initiative count 20 (losing initiative ties), the legendary death knight can take a lair action to cause one of the following magical effects; the legendary death knight can't use the same effect two rounds in a row:

- The legendary death knight causes up to four corpses within the lair to rise as skeletons, zombies, or wights. These undead obey its telepathic commands, which can reach anywhere in the lair.
- The legendary death knight casts *command* or *hold person*, if available.
- The legendary death knight calls forth the spirit of female elf that died in its lair. This spirit appears at a space of the legendary death knight's choice within 60 feet of the legendary death knight and immediately unleashes a deadly keening. Each non-Undead creature within 30 feet of the spirit must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage. The spirit then disappears.

Regional Effects

The region containing a legendary death knight's lair is warped by the legendary death knight's foul magic, which creates one or more of the following effects:

- The chilling sound of female elves singing a dirge can be heard within 1 mile of the legendary death knight's lair.
- Beasts must make a DC 15 Wisdom saving throw at the end of each minute spent within 1 mile of the lair or become frightened until they are no longer within 1 mile of the lair. While frightened in this way, the beast must take the Dash action and move away from the lair by the safest available route on each of its turns, unless there is nowhere to move, in which case it needn't take the Dash action. The beast can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a beast's saving throw is successful or the effect ends for it, the creature is immune to this regional effect for the next 24 hours.
- Skeletons, banshees, zombies, and wights within 1 mile of the legendary death knight's lair serve as the legendary death knight's eyes and ears.

If the legendary death knight dies, these effects fade over the course of 1d10 days.

Death Knight, Legendary

Medium Undead, Typically Chaotic Evil

Armor Class 21 (*+1 plate*, shield)
Hit Points 199 (21d8 + 105)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	12 (+1)	16 (+3)	20 (+5)

Saving Throws Str +11, Dex +6, Wis +9, Cha +11
Skills History +7, Insight +9, Intimidation +11
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities exhaustion, frightened, poisoned
Senses darkvision 120 ft., passive Perception 13
Languages Abyssal, Common, telepathy 120 ft.
Challenge 19 (22,000) **Proficiency Bonus** +6

Fear Aura. A creature that starts its turn within 20 feet of the legendary death knight must succeed on a DC 13 Wisdom saving throw, unless the legendary death knight is incapacitated. On a failed save, the creature is frightened for 1 minute. While frightened in this way, a creature must take the Dash action and move away from the legendary death knight by the safest available route on each of its turns, unless there is nowhere to move, in which case it needn't take the Dash action. If the creature ends its turn in a location where it doesn't have line of sight to the legendary death knight, the creature can repeat the saving throw. On a success, the effect ends. If a creature's saving throw is successful, the creature is immune to the legendary death knight's Fear Aura for the next 24 hours.

Legendary Resistance (3/Day). If the legendary death knight fails a saving throw, it can choose to succeed instead.

Magic Resistance. The legendary death knight has advantage on saving throws against spells and other magical effects.

Magic Weapons. The legendary death knight's weapon attacks are magical.

Marshal Undead. Unless the legendary death knight is incapacitated, it and Undead creatures of its choice within 60 feet of it have advantage on saving throws against features that turn Undead.

Actions

Multiattack. The legendary death knight uses Command Undead. It then makes three Longsword attacks.

Longsword. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands, plus 22 (5d8) necrotic damage. If the target is a creature, it can't regain hit points until the start of the legendary death knight's next turn.

Command Undead. The legendary death knight targets one Undead ally it can see within 30 feet of it and gives it a telepathic command. The target can use its reaction to move up to half its speed and make one weapon attack.

Hellfire Orb (Recharge 6). The legendary death knight hurls a magical ball of fire that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot radius sphere centered on that point must succeed on a DC 19 Dexterity saving throw. The sphere spreads around corners. A creature takes 35 (10d6) fire damage and 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

Spellcasting. The legendary death knight casts one of the following spells using Charisma as the spellcasting ability (spell save DC 19):

3/day each: *command, dispel magic, hold person*
1/day each: *banishment, destructive wave, power word kill*

Reactions

Parry. The legendary death knight adds 6 to its AC against one melee attack that would hit it. To do so, the legendary death knight must see the attacker and be wielding a melee weapon.

Legendary Actions

The legendary death knight can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The legendary death knight regains spent legendary actions at the start of its turn.

Charge. The legendary death knight moves up to its speed.
Command. The legendary death knight uses its Command Undead ability.
Longsword. The legendary death knight makes a Longsword attack.
Cast a Spell (Costs 2 Actions). The legendary death knight uses Spellcasting.

Demons

Balor Lord

Balor lords are amongst the mightiest of demons, second only to Demon Princes of the Abyss and Demon Lords. Unlike normal balors, balor lords have terrifying cataclysmic powers and additional magical abilities.

There are currently only a few known balor lords. Some of the well-known ones are Alzoll, Axithar, Badrazel, Balor (the original and strongest of all balors), Chare'en, Errtu, Ndulu, Ter-Soth, and Wendonai.

Balor Lord

Huge Fiend (Demon), Typically Chaotic Evil

Armor Class 20 (natural armor)
Hit Points 287 (23d12 + 138)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	22 (+6)	20 (+5)	18 (+4)	22 (+6)

Saving Throws Str +15, Con +13, Wis +11, Cha +13
Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 14
Languages Abyssal, telepathy 120 ft.
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Death Throes. When the balor dies, it explodes, and each creature within 30 feet of it must succeed on a DC 21 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried, and it destroys the balor's weapons.

Fire Aura. At the start of each of the balor's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the balor or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Legendary Resistance (1/Day). If the balor fails a saving throw, it can choose to succeed instead.

Magic Resistance. The demon has advantage on saving throws against spells and other magical effects.

Magic Weapons. The balor's weapon attacks are magical.

Actions

Multiattack. The balor can use its Frightful Presence. It then makes two attacks: one with its Longsword and one with its Whip.

Longsword. *Melee Weapon Attack*: +15 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage plus 13 (3d8) lightning damage. If the balor scores a critical hit, it rolls damage dice three times, instead of twice.

Whip. *Melee Weapon Attack:* +15 to hit, reach 30 ft., one target. *Hit*: 15 (2d6 + 8) slashing damage plus 10 (3d6) fire damage, and the target must succeed on a DC 23 Strength saving throw or be pulled up to 25 feet toward the balor.

Frightful Presence. Each creature of the balor's choice that is within 120 feet of the balor and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the balor's Frightful Presence for the next 24 hours.

Meteor Strike (1/Day). While flying, the balor dives at least 40 feet toward a target point on the ground, creating a massive explosion 30 feet in diameter centered on the balor. This sprays rock and fire in all directions and forms a crater the size of the explosion. Each creature within 30 feet of the balor must succeed on a DC 21 Dexterity saving throw. On a failed save, a creature takes 21 (6d6) fire damage and 21 (6d6) bludgeoning damage and is pushed up to 10 feet away from the balor and knocked prone. On a successful save, a creature takes half as much damage and isn't pushed or knocked prone. Additionally, the ground in that area becomes difficult terrain is engulfed in flames for ten minutes. A creature that starts its turn in the area while it is still in flames takes 10 (3d6) fire damage. Each 5-foot-square portion of the area requires at least 30 minutes to clear by hand.

Spellcasting. The balor casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 21, +13 to hit with spell attacks):

At will: *detect magic, fire bolt* (3d10), *polymorph* (self only)
3/day each: *dispel magic, dominate person, telekinesis*
1/day each: *dominate monster, fire storm, power word stun*

Teleport. The balor magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Legendary Actions

The balor can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The balor regains spent legendary actions at the start of its turn.

Fire Bolt. The balor casts *fire bolt*.
Attack (Costs 2 Actions). The balor makes a melee weapon attack.
Teleport (Costs 2 Actions). The balor uses Teleport.
Cast a Spell (Costs 3 Actions). The balor uses Spellcasting.

Barlgura Abductor

The barlgura abductor is a crafty demon that specializes in kidnapping and retrieving creatures. It is because of this that it is often summoned by wizards, evil high-level priests, and tyrannical despots when they need someone kidnapped and brought to their presence.

Expert Infiltrators. The barlgura is extremely agile for its size, and can easily scale and traverse difficult barriers and blockades. Its ability to teleport thrice a day makes it even harder to catch or intercept.

Barlgura Pack Lord

The largest of its kind, the barlgura pack lord is a savage and brutal demon. When tasked by demon lords to battle, the barlgura pack lord leads a pack of its mightiest barlguras to take down critical targets, such as an opposing army's general, even if that general is a balor or pit fiend.

Barlgura Abductor

Large Fiend (Demon), Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	7 (-2)	14 (+2)	9 (-1)

Saving Throws Dex +6, Con +6
Skills Athletics +11, Perception +5, Stealth +9
Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15
Languages Abyssal, telepathy 120 ft.
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Running Leap. The barlgura abductor's long jump is up to 50 feet and its high jump is up to 25 feet when it has a running start.

Actions

Multiattack. The barlgura abductor makes one Bite attack and two Fist attacks.

Bite. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Fist. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit*: 10 (1d10 + 5) bludgeoning damage and if the target is a Medium or smaller creature, it is also grappled (escape DC 15).

Spellcasting. The barlgura abductor casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 13):

At will: *disguise self, invisibility* (self only)
2/day each: *entangle, phantasmal force*

Teleport (3/Day). The barlgura abductor magically teleports, along with any creature it is grappled with and any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Barlgura Pack Lord

Huge Fiend (Demon), Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 50 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	20 (+5)	8 (-1)	16 (+3)	10 (+0)

Saving Throws Dex +6, Con +9
Skills Perception +7, Stealth +6
Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Abyssal, telepathy 120 ft.
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Pack Tactics. The barlgura has advantage on an attack roll against a creature if at least one of the barlgura's allies is within 5 feet of the creature and the ally isn't incapacitated.

Packmaster. An ally within 5 feet of the barlgura has advantage on attack rolls against a creature that is within 5 feet of the barlgura and another ally, provided the barlgura and the other ally aren't incapacitated.

Running Leap. The barlgura's long jump is up to 60 feet and its high jump is up to 30 feet when it has a running start.

Actions

Multiattack. The barlgura makes one Bite attack and two Fist attacks. If both Fist attacks hit a Huge or smaller creature, the target must succeed on a DC 18 Strength saving throw or take an extra 17 (2d10 + 6) bludgeoning damage and be knocked prone.

Bite. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage.

Fist. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit*: 15 (2d8 + 6) bludgeoning damage.

Spellcasting. The barlgura casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 15):

At will: *darkness, disguise self, invisibility* (self only)
3/day each: *dispel magic, entangle, phantasmal force*

Chasme Tormentor

Unlike its normal kind, the demented chasme tormentor has special skills and spell-like abilities that enable it to track, pursue, and toy with its targets.

Glabrezu Deceiver

Glabrezu deceivers are demons who have perfected the art of tricking and tempting powerful mortals into ruin and destruction, enabling the glabrezu to claim their souls for their personal use and consumption.

While it tries its best to avoid combat and confrontation, a glabrezu deceiver will fight if pressed. It is a formidable opponent due to its craftiness and its ever-present aura of discord that can turn its foes against each other.

Chasme Tormentor

Large Fiend (Demon), Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 120 (16d10 + 32)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Dex +6, Wis +5
Skills Investigation +4, Perception +5, Survival +5
Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 10 ft., darkvision 120 ft., passive Perception 15
Languages Abyssal, telepathy 120 ft.
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Drone. If the chasme isn't incapacitated, any creature that starts its turn within 30 feet of the chasme must succeed on a DC 13 Constitution saving throw or fall unconscious for 10 minutes. A creature that can't hear the drone automatically succeeds on the save. The effect on the creature ends if it takes damage or if another creature takes an action to splash it with holy water. If a creature's saving throw is successful or the effect ends for it, it is immune to the drone for the next 24 hours. Demons are immune to this effect.

Magic Resistance. The chasme has advantage on saving throws against spells and other magical effects.

Spider Climb. The chasme can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The chasme attacks twice: one with its Proboscis and one with its Claws.

Proboscis. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 17 (4d6 + 3) piercing damage plus 24 (7d6) necrotic damage, and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum lasts until the creature finishes a long rest or until it is affected by the *greater restoration* spell or other magic.

Claws. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Spellcasting. The chasme casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 12):

At will:: *darkness, detect magic*
2/day each: *crown of madness, enemies abound, mind spike*
1/day: *telekinesis*

Glabrezu Deceiver

Huge Fiend (Demon), Typically Chaotic Evil

Armor Class 18 (natural armor)
Hit Points 212 (17d12 + 102)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	23 (+6)	20 (+5)	17 (+3)	18 (+4)

Saving Throws Str +11, Con +11, Wis +8, Cha +9
Skills Deception +14, Perception +8, Persuasion +14
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 18
Languages Abyssal, telepathy 120 ft.
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Aura of Discord. A creature hostile to the glabrezu that starts its turn within 20 feet of the glabrezu must succeed on a DC 18 Wisdom saving throw, unless the glabrezu is incapacitated. On a failed save, the target is charmed until the start of its next turn. While charmed by the glabrezu, the creature must move up to its speed and use its action to make a melee weapon attack against a creature of the glabrezu's choice that the glabrezu can see. Constructs and Undead are immune to this effect.

Legendary Resistance (1/Day). If the glabrezu fails a saving throw, it can choose to succeed instead.

Magic Resistance. The demon has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The glabrezu makes two Pincer attacks and two Fist attacks. Alternatively, it makes two Pincer attacks and uses Spellcasting.

Pincer. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit*: 22 (3d10 + 6) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 16). The glabrezu has two pincers, each of which can grapple only one target.

Fist. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) bludgeoning damage.

Spellcasting. The glabrezu casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 18):

At will: *command, darkness, detect magic, dispel magic*
3/day each: *charm monster, confusion, fly, mirror image*
1/day each: *power word stun, reverse gravity*

Teleport. The glabrezu magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Legendary Actions

The glabrezu can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The glabrezu regains spent legendary actions at the start of its turn.

Slam. The glabrezu makes a Fist attack.
Pincer (Costs 2 Actions). The glabrezu makes a Pincer attack.
Teleport (Costs 2 Actions). The glabrezu uses Teleport.
Cast a Spell (Costs 3 Actions). The glabrezu uses Spellcasting.

Goristro Juggernaut

Goristro juggernauts are immense, hulking versions of their regular kind. In addition to its devastating attacks, it can also crush multiple foes with its trample ability. It even has a chance to knock an opponent helpless temporarily with its charging attack.

Goristro Juggernaut

Huge Fiend (Demon), Typically Chaotic Evil

Armor Class 20 (natural armor)
Hit Points 377 (26d12 + 208)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	11 (+0)	26 (+8)	6 (-2)	13 (+1)	4 (-3)

Saving Throws Str +14, Dex +6, Con +14, Wis +7
Skills Perception +7
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 17
Languages Abyssal, telepathy 120 ft.
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Charge. If the goristro moves at least 15 feet straight toward a target and then hits it with a Gore attack on the same turn, the target takes an extra 44 (8d10) piercing damage. If the target is a creature, it must succeed on a DC 22 Strength saving throw or be pushed up to 20 feet away and knocked prone. A creature that fails the save by 5 or more is also stunned until the end of its next turn.

Labyrinthine Recall. The goristro can perfectly recall any path it has traveled.

Magic Resistance. The goristro has advantage on saving throws against spells and other magical effects.

Siege Monster. The goristro deals double damage to objects and structures.

Actions

Multiattack. The goristro makes four attacks: one with its Bite, two with its Fist, and one with its Hoof. When its Trample is available, it can use Trample in place of its Hoof attack.

Bite. *Melee Weapon Attack*: +14 to hit, reach 5 ft., one target. *Hit:* 24 (3d10 + 8) piercing damage.

Fist. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit*: 21 (3d8 + 8) bludgeoning damage.

Hoof. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit*: 24 (3d10 + 8) bludgeoning damage. If the target is a creature, it must succeed on a DC 22 Strength saving throw or be knocked prone.

Gore. *Melee Weapon Attack*: +14 to hit, reach 10 ft., one target. *Hit:* 52 (8d10 + 8) piercing damage.

Trample (Recharge 5–6). The goristro moves up to its speed in a straight line. During this move, it can enter Large or smaller creatures' spaces. A creature whose space the goristro enters must succeed on a DC 22 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the goristro's path. On a failed save, the creature falls prone and takes 24 (3d10 + 8) bludgeoning damage. If the goristro remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the goristro. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 22 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the goristro and is no longer restrained.

Hezrou Sergeant

The lowest ranking officer of a demon army, the hezrou sergeant is still a dangerous opponent because of its ability to cast spells and emit a nauseating stench that can overwhelm its foes.

Hezrou Sergeant

Large Fiend (Demon), Typically Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	20 (+5)	5 (-3)	14 (+2)	13 (+1)

Saving Throws Str +9, Con +9, Wis +6
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 12
Languages Abyssal, telepathy 120 ft.
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Legendary Resistance (1/Day). If the hezrou fails a saving throw, it can choose to succeed instead.

Magic Resistance. The hezrou has advantage on saving throws against spells and other magical effects.

Sickening Stench. Any creature that starts its turn within 10 feet of the hezrou must succeed on a DC 15 Constitution saving throw or be poisoned until the start of its next turn. Until this poison ends, the target is stunned. On a successful saving throw, the creature is immune to the hezrou's sickening stench for 24 hours.

Actions

Multiattack. The hezrou makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit*: 12 (2d6 + 5) slashing damage.

Spellcasting. The hezrou casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 14):

At will: *detect magic*
3/day each: *blight, dispel magic*, *gaseous form*
1/day: *divine word*

Teleport. The hezrou magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Legendary Actions

The hezrou can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hezrou regains spent legendary actions at the start of its turn.

Claw. The hezrou makes a Claw attack.
Ruthless Command. The hezrou targets one ally it can see within 30 feet of it. If the target can see and hear the hezrou, the target can use its reaction to make one weapon attack with advantage on the attack roll, but attack rolls against it have advantage until the start of the hezrou's next turn.
Teleport (Costs 2 Actions). The hezrou uses Teleport.
Cast a Spell (Costs 3 Actions). The hezrou uses Spellcasting.

Immolith

When a demon dies a magical fiery death and its spirit is unable to reform when it returns to the abyss, it sometimes becomes an immolith instead.

Immoliths appear as large, 10-foot-tall, four-armed skeletons with no visible lower bodies and are eternally shrouded in flames. Anything foolish enough to get close to it gets severely burned and may even catch fire. Even worse, the glare of an immolith can cause a targeted creature to burst into flames.

Immolith

Large Fiend (Demon, Undead), Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	8 (-1)	14 (+2)	8 (-1)

Saving Throws Dex +5, Con +7, Wis +5
Damage Resistances lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses truesight 120 ft., passive Perception 12
Languages Abyssal, telepathy 120 ft.
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Fire Aura. At the start of each of the immolith's turns, each creature within 5 feet of it takes 5 (1d10) fire damage, and flammable objects in the aura that aren't being worn or carried ignite.

Fire Form. The immolith can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the immolith or hits it with a melee attack while with in 5 feet of it takes 5 (1d10) fire damage. In addition, the immolith can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The immolith sheds bright light in a 20-foot radius and dim light in an additional 20 feet.

Water Susceptibility. For every 5 feet the immolith moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The immolith uses Deathfire Curse and makes two Claw attacks.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 5 (1d10) fire damage, and if the target is a Large or smaller creature, it is also grappled (escape DC 14). Until this grapple ends, the creature loses resistance to fire. The immolith can have up to four creatures grappled.

Deathfire Curse. The immolith targets one creature it can see within 60 feet of it. The target must succeed on a DC 13 Wisdom saving throw. On a failed save, a creature takes 14 (4d6) fire damage and catches fire, taking 5 (1d10) fire damage at the end of each of its turns. An affected creature or another creature within 5 feet of it can take an action to extinguish the fire. On a successful save, the creature takes half as much damage and doesn't catch fire.

Marilith General

The highest ranking officer of a demon army that only answers to balors, demon lords, and demon princes, the marilith general is a cunning and brilliant strategist.

If she finds an opportunity, however, she will wade into melee with her six poison-tipped swords and possibly unleash her Bladestorm feature.

The known marilith generals are Marilith, the great demon for whom the race of mariliths was named, Bethshiva, Charsultketh, Kalistes, Mulvassys the Sceptered, Nethess, the servants of Graz'zt Reluhantis and Unhath, Vhissilka, Y'tossi, and Yxunomei.

Marilith General

Large Fiend (Demon), Typically Chaotic Evil

Armor Class 19 (natural armor)
Hit Points 210 (20d10 + 100)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	20 (+5)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Str +11, Con +11, Wis +9, Cha +11
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 13
Languages Abyssal, telepathy 120 ft.
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Legendary Resistance (1/Day). If the marilith fails a saving throw, it can choose to succeed instead.

Magic Resistance. The marilith has advantage on saving throws against spells and other magical effects.

Magic Weapons. The marilith's weapon attacks are magical.

Reactive. The marilith can take one reaction on every turn in a combat.

Actions

Multiattack. The marilith makes six Longsword attacks and one Tail attack.

Longsword. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 3 (1d6) poison damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, the marilith can automatically hit the target with its Tail, and the marilith can't make Tail attacks against other targets.

Spellcasting. The marilith casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 19):

At will: *detect magic*
3/day each: *fly, polymorph* (self only), *telekinesis*
1/day each: *blade barrier, project image*

Teleport. The marilith magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Bladestorm (Recharge 5–6). The marilith moves up to its walking speed and targets each creature within 5 feet of it during its movement. Each target must succeed on a DC 19 Dexterity saving throw or take 44 (6d12 + 5) slashing damage plus 21 (6d6) poison damage. The marilith's movement during this action will not provoke opportunity attacks.

Legendary Actions

The marilith can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The marilith regains spent legendary actions at the start of its turn.

Ruthless Command. The marilith targets one ally it can see within 30 feet of it. If the target can see and hear the marilith, the target can use its reaction to make one weapon attack with advantage on the attack roll, but attack rolls against it have advantage until the start of the marilith's next turn.
Longsword. The marilith makes a Longsword attack.
Teleport (Costs 2 Actions). The marilith uses Teleport.
Tail Swipe (Costs 3 Actions). Each creature within 10 feet of the marilith must succeed on a DC 19 Strength saving throw, taking 21 (3d10 + 5) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one. The marilith can't use Tail Swipe if it has a creature grappled with its Tail.

Reactions

Parry. The marilith adds 6 to its AC against one melee attack that would hit it. To do so, the marilith must see the attacker and be wielding a melee weapon.

Nalfeshnee Captain

Large Fiend (Demon), Typically Chaotic Evil

Armor Class 19 (natural armor)
Hit Points 207 (18d10 + 108)
Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	22 (+6)	19 (+4)	12 (+1)	16 (+3)

Saving Throws Str +12, Con +12, Wis +7, Cha +9
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 11
Languages Abyssal, telepathy 120 ft.
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Legendary Resistance (1/Day). If the nalfeshnee fails a saving throw, it can choose to succeed instead.

Magic Resistance. The nalfeshnee has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The nalfeshnee uses Horror Nimbus if it can. It then makes one Bite attack and two Claw attacks. If both Claw attacks hit the same creature, the target takes an extra 10 (3d6) slashing damage and must succeed on a DC 19 Constitution saving throw or be stunned until the end of the nalfeshnee's next turn.

Bite. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit:* 33 (5d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit*: 15 (3d6 + 5) slashing damage.

Spellcasting. The nalfeshnee casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 18):

At will: *detect magic*
3/day each: *call lightning, dispel magic, polymorph* (self only), *slow*
1/day: *feeblemind*

Horror Nimbus (Recharge 5–6). The nalfeshnee magically emits scintillating, multicolored light. Each creature within 20 feet of the nalfeshnee that can see the light must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. A creature that fails the save by 5 or more is also paralyzed for the same duration. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the nalfeshnee's Horror Nimbus for the next 24 hours.

Teleport. The nalfeshnee magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Legendary Actions

The nalfeshnee can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The nalfeshnee regains spent legendary actions at the start of its turn.

Claw. The nalfeshnee makes a Claw attack.
Ruthless Command. The nalfeshnee targets one ally it can see within 30 feet of it. If the target can see and hear the nalfeshnee, the target can use its reaction to make one weapon attack with advantage on the attack roll, but attack rolls against it have advantage until the start of the nalfeshnee's next turn.
Teleport (Costs 2 Actions). The nalfeshnee magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.
Cast a Spell (Costs 2 Actions). The nalfeshnee uses Spellcasting.

Nalfeshnee Captain

The vicious nalfeshnee captain, unlike its lower-ranked brethren, can wield spells and force demon underlings to follow its command. It is so brutal in battle, it can incapacitate a creature momentarily with its vicious iron-like claws.

Among the known nalfeshnee captains are Nalfeshnee himself and Zerevimeel.

Shadow Demon, Greater

Large Fiend (Demon), Typically Chaotic Evil

Armor Class 14
Hit Points 136 (16d10 + 48)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	18 (+4)	16 (+3)	14 (+2)	14 (+2)	14 (+2)

Saving Throws Dex +7, Cha +5
Skills Stealth +7
Damage Vulnerabilities radiant
Damage Resistances acid, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, lightning, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses truesight 120 ft., passive Perception 12
Languages Abyssal, telepathy 120 ft.
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Incorporeal Movement. The demon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Light Sensitivity. While in bright light, the demon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The demon makes two Claw attacks.

Claw. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) psychic damage or, if the demon had advantage on the attack roll, 14 (3d6 + 4) psychic damage.

Insidious Darkness (1/Day). Magical darkness surges forth from the demon, filling a 30-foot radius sphere centering around it and spreading around corners. A creature with darkvision can't see through this darkness. Non-magical light, as well as light created by spells of 4th level or lower, can't illuminate the area. Demonic cackling, screams, and laughter can be heard within the sphere. Whenever a creature that isn't a demon starts its turn in the sphere, it must succeed on a DC 14 Wisdom saving throw, taking 18 (4d8) psychic damage on a failed save, or half as much damage on a successful one. The demon must concentrate to maintain the insidious darkness (as if concentrating on a spell), which lasts for up to 1 minute.

Bonus Actions

Shadow Stealth. While in dim light or darkness, the demon takes the Hide action.

Shadow Step. While in dim light or darkness, the demon teleports up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

Vrock Doomsayer

Large Fiend (Demon), Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 133 (14d10 +56)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	8 (-1)	14 (+2)	8 (-1)

Saving Throws Dex +5, Wis +5, Cha +2
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Abyssal, telepathy 120 ft.
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Magic Resistance. The vrock has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The vrock makes two attacks: one with its Beak and one with its Talons.

Beak. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Talons. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit*: 15 (2d10 + 4) slashing damage.

Spellcasting. The vrock casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 13):

At will: *darkness, detect magic, heroism, mirror image*
3/day each: *polymorph* (self only), *telekinesis*

Spores (Recharge 5–6). A 15-foot-radius cloud of toxic spores extends out from the vrock. The spores spread around corners. Each creature in that area must succeed on a DC 15 Constitution saving throw or become poisoned. Until this poison ends, the target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it.

Stunning Screech (Recharge 6). The vrock emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't a demon must succeed on a DC 15 Constitution saving throw or be stunned until the end of the vrock's next turn.

Dance of Ruin (1/Day). While standing on the ground, a vrock joins hands with at least 2 other vrocks in a circle, chanting and performing a wild ritual dance that lasts for 3 consecutive turns. The vrocks share the same initiative, and take their turns at the same time. At the end of each turn of dancing, a violent wave of crackling, infernal energy explodes in a 60-foot radius, centered on the vrocks. Each creature in the area that isn't a demon must succeed on a DC 15 Dexterity saving throw, taking 21 (6d6) lightning damage and 21 (6d6) necrotic damage on a failed save, or half as much on a successful one. For each additional vrock that joins in the dance, the damage increases by 3 (1d6) lightning damage and 3 (1d6) necrotic damage, to a maximum of 35 (10d6) lightning damage and 35 (10d6) necrotic when seven or more vrocks are dancing.

The dance of ruin can be interrupted if the number of performing vrocks is reduced to less than 3. A vrock that becomes incapacitated, dies, or is forced to break contact with the vrocks' circle can't perform the dance.

Greater Shadow Demon

When a more powerful demon, such as a hezrou, is slain and its spirit is unable to reform in the abyss, its essence can take form as a greater shadow demon. These insidious creatures are far deadlier and more terrifying than the normal shadow demon.

Vrock Doomsayer

Vrock doomsayers are a very rare, special type of vrock that can perform a ritualistic dance that enables them to harness destructive energy. If left unmolested, this dance of ruin can destroy groups of non-demon enemies. It is no surprise then that demon hordes include several vrock doomsayers for this purpose alone, especially when invading the Nine Hells.

Yochlol Elder

The yochlol elders are the oldest and most powerful of yochlol, amongst the first that were ever created by Lolth. They are able to make more attacks than the normal yochlol and don't need to maintain concentration when casting web spells. Worse still, those unfortunate to get caught in their webs can literally die from madness.

Yochlol Elder

Large Fiend (Demon, Shapechanger), Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 230 (20d10 + 120)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	22 (+6)	14 (+2)	16 (+3)	16 (+3)

Saving Throws Dex +7, Int +7, Wis +8, Cha +8
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 13
Languages Abyssal, Elvish, Undercommon
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Maddening Webs. A creature that starts its turn in a space filled with webbing conjured by the yochlol's *web* spell takes 7 (2d6) psychic damage.

Magic Resistance. The yochlol has advantage on saving throws against spells and other magical effects.

Spider Climb. The yochlol can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Walking. The yochlol ignores movement restrictions caused by webbing.

Actions

Multiattack. The yochlol makes two melee attacks.

Slam (Bite in Spider Form). *Melee Weapon Attack*: +9 to hit, reach 5 ft. (15 ft. in demon form), one target. *Hit:* 8 (1d8 + 4) bludgeoning (piercing in spider form) damage plus 28 (8d6) poison damage.

Spellcasting. The yochlol casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *detect thoughts, web* (the yochlol doesn't need to concentrate on the spell)

3/day each: *stone shape, telekinesis*
1/day: *dominate person*

Noxious Mist Form. The yochlol transforms into toxic mist or reverts to its true form. Any equipment it is wearing or carrying is also transformed. It reverts to its true form if it dies.

While in mist form, the yochlol is incapacitated and can't speak. It has a flying speed of 30 feet, can hover, and can pass through any space that isn't airtight. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to nonmagical damage.

While in mist form, the yochlol can enter a creature's space and stop there. Each time that creature starts its turn with the yochlol in its space, the creature must succeed on a DC 14 Constitution saving throw or take 10 (3d6) poison damage and be poisoned until the start of its next turn. Until this poison ends, the target is incapacitated.

Amorphous Flurry (Demon Form only, Recharge 5–6). The yochlol makes four Slam attacks.

Teleport. The yochlol teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Bonus Actions

Swift Change Shape. The yochlol transforms into a form that resembles a female drow or giant spider, or back into its true form, while retaining its game statistics. This transformation ends if the yochlol is reduced to 0 hit points or uses a bonus action to end it.

Bearded Devil Enforcer

Barbed Devil Captain

Devils

Barbed Devil Captain

Barbed devil captains were cruel and sadistic soldiers that displayed unusual cunning and tactical knowledge in battle, even when they were still alive. These hamatula warriors lead shock troops into battle, directing their attacks where they can do the most damage. They will not hesitate to sacrifice others to save their skin since they believe they are more valuable than any of their ilk.

Barbed Devil Captain

Medium Fiend (Devil), Typically Lawful Evil

Armor Class 16 (natural armor)
Hit Points 127 (15d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	12 (+1)	16 (+3)	14 (+2)

Saving Throws Str +7, Con +7, Wis +6, Cha +5
Skills Deception +5, Insight +6, Perception +9
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 19
Languages Infernal, telepathy 120 ft.
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Barbed Hide. At the start of each of its turns, the devil deals 7 (2d6) piercing damage to any creature grappling it.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The devil makes one Tail attack and two Claw attacks. Alternatively, it can use Hurl Flame twice.

Claw. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage. If the target is a creature other than an Undead or a Construct, it must succeed on a DC 15 Wisdom saving throw or be frightened. A frightened creature repeats the saving throw at the end of each of its turns, ending the effect on itself with a success. If the target's saving throw is successful, the target is immune to being frightened by the devil's Claw for the next 24 hours.

Hurl Flame. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, the devil can automatically hit the target with its Tail, and the devil can't make Tail attacks.

Spellcasting. The devil casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 14):

2/day each: *hold person, major image*
1/day: *blight*

Reactions

Redirect Attack. When a creature the devil can see targets it with an attack, the devil chooses another ally within 5 feet of it. The two swap places, and the chosen ally becomes the target instead.

Directed Strike (2/Day). When a creature the devil can see within 30 feet of it makes an attack roll, and the creature can hear the devil, the devil grants advantage to that roll.

Bearded Devil Enforcer

A bearded devil enforcer is more formidable and savage compared to the standard barbazu. Its kind usually forms the bulk of an elite shock troop unit of a devil army. An enforcer enters into a battle lust when it sees its nearby allies in the midst of combat.

Bearded Devil Enforcer

Medium Fiend (Devil), Typically Lawful Evil

Armor Class 14 (natural armor)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	9 (-1)	11 (+0)	11 (+0)

Saving Throws Str +7, Con +6, Wis +3
Skills Intimidation +6
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 19
Languages Infernal, telepathy 120 ft.
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Battle Frenzy. While it can see an allied creature within 30 feet of it, the devil gains advantage on Strength checks and saving throws, and all melee weapon attack rolls, but attacks rolls against it have advantage.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Steadfast. The devil can't be frightened while it can see an allied creature within 30 feet of it.

Actions

Multiattack. The devil makes two attacks: one with its Beard and one with its Glaive.

Beard. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Glaive. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage. If the target is a creature other than an Undead or a Construct, it must succeed on a DC 13 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 13 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Bone Devil Taskmaster

Bone devil taskmasters, unlike their regular kin, can utilize magic and exude an aura that emboldens their minions.

Cruel Overseers. Taskmasters have perfected the art of supervising less powerful allies, making them perform efficiently. Their vicious methods have caused their underlings to fear these bone devils more than their enemies.

Bone Devil Taskmaster

Large Fiend (Devil), Typically Lawful Evil

Armor Class 20 (natural armor)
Hit Points 171 (18d10 + 72)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	18 (+4)

Saving Throws Int +5, Wis +6, Cha +8
Skills Deception +8, Insight +6, Intimidation +8
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Infernal, telepathy 120 ft.
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Aura of Tyranny. An ally that is within 30 feet of the devil and can see and hear the devil and has less hit points than the devil has advantage to saving throws against being charmed and frightened, provided that the devil isn't incapacitated.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The devil can use its Frightful Presence. It then makes two Claw attacks and one Sting attack.

Claw. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Sting. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 21 (6d6) poison damage and the target must succeed on a DC 16 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Frightful Presence. Each creature of the devil's choice that is within 120 feet of the devil and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the devil's Frightful Presence for the next 24 hours.

Spellcasting. The devil casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

3/day each: *invisibility* (self only), *major image*
1/day: *teleport, wall of ice*

Bonus Actions

Spur Ally. The devil targets one ally within 30 feet that can see and hear the devil and must have less hit points than the devil. The target takes 3 (1d6) psychic damage and must use its reaction to make one melee weapon attack with advantage on the attack roll.

Chain Devil Inquisitor

Medium Fiend (Devil), Typically Lawful Evil

Armor Class 17 (natural armor)
Hit Points 110 (13d8 + 52)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	11 (+0)	12 (+1)	16 (+3)

Saving Throws Con +8, Wis +5, Cha +7
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Infernal, telepathy 120 ft.
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The devil makes three Chain attacks. It can replace two Chain attacks with Chain Slam.

Chain. *Melee Weapon Attack*: +9 to hit, reach 15 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. The target is grappled (escape DC 15) if the devil isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns.

Chain Slam. The devil slams a Medium or smaller creature grappled by its chain into another creature or a solid surface within its reach. If slammed into another creature, both creatures must succeed on a DC 15 Strength saving throw or take 12 (2d6 + 5) bludgeoning damage and be stunned until the end of its next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Spellcasting. The devil casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

3/day each: *levitate, major image*
1/day each: *dimension door, fear*

Whirling Chains (Recharge 6). The devil moves up to half its walking speed and targets each creature within 15 feet of it during its movement. Each target must succeed on a DC 15 Dexterity saving throw or take 19 (4d6 + 5) slashing damage. The devil's movement during this action will not provoke opportunity attacks. The devil can't use this feature if it has a creature grappled by its Chain.

Animate Chains (Recharges after a Short or Long Rest). Up to four chains the devil can see within 60 feet of it magically sprout razor-edged barbs and animate under the devil's control, provided that the chains aren't being worn or carried.

Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When the devil uses Multiattack on its turn, it can use each animated chain to make one additional chain attack. An animated chain can grapple one creature of its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if the devil is incapacitated or dies.

Reactions

Unnerving Mask. When a creature the devil can see starts its turn within 30 feet of the devil, the devil can create the illusion that it looks like one of the creature's departed loved ones or bitter enemies. If the creature can see the devil, it must succeed on a DC 15 Wisdom saving throw or be frightened until the end of its turn.

Chain Devil Inquisitor

A few kytons who have become very skilled in prolonging the suffering of their victims and have demonstrated certain arcane abilities eventually get rewarded and become chain devil inquisitors. When archdevils require information from certain key individuals, they send these masters of torture to extract it.

Erinyes Dread Champion

A few erinyes who show exceptional martial prowess become elite guards for archdevils. Within these few, a very rare handful emerge as unparalleled warriors. They become dread champions, an archdevil's harbinger of death and despair.

These formidable devils fight like elite gladiators and can cast spells to augment their skills and deal with multiple foes.

Erinyes Dread Champion

Medium Fiend (Erinyes), Typically Lawful Evil

Armor Class 19 (*+1 plate*)
Hit Points 161 (19d8 + 76)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	14 (+2)	14 (+2)	18 (+4)

Saving Throws Dex +8, Con +9, Wis +7, Cha +9
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 12
Languages Infernal, telepathy 120 ft.
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Aura of Dread. A creature hostile to the erinyes that starts its turn within 20 feet of the erinyes must succeed on a DC 17 Wisdom saving throw, unless the erinyes is incapacitated. On a failed save, the target is frightened until the start of its next turn. While frightened in this way, the target can't perform any actions except move up to half its speed. If a creature's saving throw is successful, the creature is immune to the erinyes's Aura of Dread for the next 24 hours.

Hellish Weapons. The erinyes's weapon attacks are magical and deal an extra 13 (3d8) poison damage on a hit (included in the attacks).

Legendary Resistance (1/Day). If the erinyes fails a saving throw, it can choose to succeed instead.

Magic Resistance. The erinyes has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The erinyes makes three Longsword attacks or three Longbow attacks.

Longword. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage plus 13 (3d8) poison damage.

Longbow. *Ranged Weapon Attack*: +8 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 13 (3d8) poison damage, and the target must succeed on a DC 15 Constitution saving throw or be poisoned. The poison lasts until it is removed by the *lesser restoration* spell or similar magic.

Spellcasting. The erinyes casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

3/day each: *command, dispel magic, major image*
1/day each: *charm monster, destructive wave*

Teleport. The erinyes magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Legendary Actions

The erinyes can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The erinyes regains spent legendary actions at the start of its turn.

Move. The erinyes moves up to half its speed.
Attack. The erinyes makes one weapon attack.
Teleport (Costs 2 Actions). The erinyes uses Teleport.
Cast a Spell (Costs 2 Actions). The erinyes uses Spellcasting.

Reactions

Parry. The erinyes adds 5 to its AC against one melee attack that would hit it. To do so, the erinyes must see the attacker and be wielding a melee weapon.

Horned Devil Warmaster

Even more fearsome and terrible than the normal horned devil, these malebranches have been built, trained, and bred for war. They live for battle and relish diving into the thick of the fight surrounded by their foes so they can shred them to pieces with their long sweeping spiked chains. Unlike the common horned devils, the warmasters have access to magic and unleash fireball and lightning bolt spells when outnumbered.

Horned Devil Warmaster

Large Fiend (Devil), Typically Lawful Evil

Armor Class 19 (natural armor)
Hit Points 210 (20d10 + 100)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	21 (+5)	12 (+1)	16 (+3)	19 (+4)

Saving Throws Str +11, Dex +8, Wis +8, Cha +9
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 13
Languages Infernal, telepathy 120 ft.
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The devil makes three attacks: two with its Spiked Chain and one with its Tail. It can use its Hurl Flame or Spiked Chain Slam in place of one Spiked Chain attack.

Spiked Chain. *Melee Weapon Attack*: +11 to hit, reach 20 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the devil can automatically hit the target with its Spiked Chain but can't make Spiked Chain attacks against other targets.

Tail. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage, and the target is grappled (escape DC 16). If the target is a creature other than an Undead or a Construct, it must succeed on a DC 19 Constitution saving throw or lose 10 (3d6) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 10 (3d6). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Hurl Flame. *Ranged Weapon Attack:* +8 to hit, range 150 ft., one target. *Hit:* 14 (4d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

Spiked Chain Slam. The devil slams a Large or smaller creature grappled by its spiked chain into another creature or a solid surface within 20 feet. Both creatures must succeed on a DC 19 Strength saving throw or take 17 (2d10 + 6) bludgeoning damage and be stunned until the end of its next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Spellcasting. The devil casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

At will: *darkness, detect magic*
3/day each: *dispel magic, magic circle* (as an action)
2/day each: *fireball, lightning bolt*
1/day: *programmed illusion*

Spiked Chain Sweep (Recharge 5–6). The devil swings its Spiked Chain, and every creature within 20 feet of it must make a DC 19 Dexterity saving throw. On a failed saving throw, a creature takes 28 (4d10 + 6) slashing damage and, if it is Large or smaller, is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone. The devil can't use this feature if it has a creature grappled by its Spiked Chain.

Teleport. The devil magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Legendary Actions

The devil can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The devil regains spent legendary actions at the start of its turn.

Move. The devil moves up to half its speed.
Attack. The devil makes one Spiked Chain, Tail, or Hurl Flame attack.
Teleport (Costs 2 Actions). The devil uses Teleport.
Cast a Spell (Costs 2 Actions). The devil uses Spellcasting.

Ice Devil Overlord

Answering to no one except pit fiends and archdevils, the highly ambitious ice devil overlords are ruthless and calculating military strategists. They have very few equals when directing and moving enmassed forces, and are willing to sacrifice anything but themselves to fulfill their objectives.

Master of Frost. In combat, the ice devil overlord is set apart from its normal ilk, with its ability to generate an aura of deadly frost and unleash devastating spells of cold. In melee, few escape its dreaded spear of supernatural ice which can chill the blood and numb the senses of those who are unfortunate to get struck by it.

Ice Devil Overlord

Large Fiend (Devil), Typically Lawful Evil

Armor Class 19 (natural armor)
Hit Points 209 (22d10 + 88)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Dex +8, Con +10, Wis +9, Cha +11
Skills Deception +11, Insight +9, Persuasion +11
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities cold, fire, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 13
Languages Infernal, telepathy 120 ft.
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Aura of Chilling Frost. A creature that starts its turn within 10 feet of the devil takes 10 (3d6) cold damage and can't use reactions until the end of the devil's next turn.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Legendary Resistance (1/Day). If the devil fails a saving throw, it can choose to succeed instead.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The devil makes three attacks: one with its Bite, one with its Ice Spear, and one with its Tail. It can use its Polar Ray in place of its Ice Spear attack.

Bite. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 10 (3d6) cold damage.

Ice Spear. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 10 (3d6) cold damage. If the target is a creature, it must succeed on a DC 19 Constitution saving throw, or for 1 minute, its speed is reduced by 10 feet; it can take either an action or a bonus action on each of its turns, not both; and it can't take reactions. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tail. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 10 (3d6) cold damage.

Polar Ray. *Ranged Spell Attack:* +11 to hit, range 150 ft., one target. *Hit:* 21 (6d6) cold damage and the target can't use reactions and its speed is reduced by 10 feet until the end of the devil's next turn.

Spellcasting. The devil casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 19):

At will: *darkness, detect magic, minor illusion*
3/day each: *fly, ice storm, wall of ice*
1/day each: *cone of cold, programmed illusion*

Teleport. The devil magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Reactions

Scouring Instruction. When an ally that the devil can see makes a d20 roll, the devil can roll a d8 and the ally can add the number rolled to the d20 roll by taking 4 (1d8) psychic damage. A creature immune to psychic damage can't be affected by Scouring Instruction.

Legendary Actions

The devil can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The devil regains spent legendary actions at the start of its turn.

Attack. The devil makes a Bite, Ice Spear, Tail, or Polar Ray attack.
Command. The devil targets one ally it can see within 30 feet of it. If the target can see and hear the devil, the target can use its reaction to make one weapon attack.
Teleport (Costs 2 Actions). The devil uses Teleport.
Cast a Spell (Costs 3 Actions). The devil uses Spellcasting.

Pit Fiend Aristocrat

The most powerful of the greater devils, pit fiend aristocrats answer only to archdevils. They represent the most cunning and resourceful of devil nobility. Their mere presence inspires dread in the ranks of any lesser fiends.

Unequaled Power. The pit fiend aristocrat is exceptionally strong for its size, and can brutally manhandle creatures twice its size. Aside from its superior strength, the pit fiend aristocrat sports an array of deadly abilities and spells that far exceed that of a regular pit fiend.

Crafty General. The pit fiend aristocrat is not just feared for its superior combat abilities. Its more intelligent competitors both admire and hate it for its brilliance in warfare tactics, and its uncanny ability to always be a few steps ahead of them.

The most notable pit fiend aristocrats are members of the Dark Eight, an organization of generals who were responsible for managing aspects of the Blood War, and report directly to Asmodeus. They are Baalzephon, Corin, Dagos, Furcas, Pearza, Zaebos, Zapan, and Zimimar.

Pit Fiend Aristocrat

Large Fiend (Devil), Typically Lawful Evil

Armor Class 19 (natural armor)
Hit Points 312 (25d10 + 175)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	22 (+6)	18 (+4)	24 (+7)

Saving Throws Dex +9, Con +14, Wis +11
Skills Deception +14, Insight +11, Persuasion +14
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities cold, fire, poison
Condition Immunities poisoned
Senses truesight 120 ft., passive Perception 14
Languages Infernal, telepathy 120 ft.
Challenge 22 (41,000 XP) **Proficiency Bonus** +7

Fear Aura. A creature that starts its turn within 20 feet of the pit fiend must succeed on a DC 22 Wisdom saving throw, unless the pit fiend is incapacitated. On a failed save, the creature is frightened for 1 minute. While frightened in this way, a creature must take the Dash action and move away from the pit fiend by the safest available route on each of its turns, unless there is nowhere to move, in which case it needn't take the Dash action. If the creature ends its turn in a location where it doesn't have line of sight to the pit fiend, the creature can repeat the saving throw. On a success, the effect ends. If a creature's saving throw is successful, the creature is immune to the pit fiend's Fear Aura for the next 24 hours.

Legendary Resistance (1/Day). If the pit fiend fails a saving throw, it can choose to succeed instead.

Magic Resistance. The pit fiend has advantage on saving throws against spells and other magical effects.

Magic Weapons. The pit fiend's weapon attacks are magical.

Actions

Multiattack. The pit fiend makes four attacks: one with its Bite, one with its Claw, one with its Mace, and one with its Tail. It can use Fling in place of its Claw attack.

Bite. *Melee Weapon Attack*: +15 to hit, reach 5 ft., one target. *Hit:* 22 (4d6 + 8) piercing damage. The target must succeed on a DC 22 Constitution saving throw or become poisoned. Until this poison ends, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. *Melee Weapon Attack*: +15 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage, and if the target is Large or smaller, it is grappled (escape DC 18). Until this grapple ends, the target is restrained and the pit fiend can automatically hit the target with its Claw but can't make Claw attacks against other targets.

Mace. *Melee Weapon Attack*: +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage plus 21 (6d6) fire damage.

Tail. *Melee Weapon Attack*: +15 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) bludgeoning damage.

Fling. One Large or smaller object held or creature grappled by the pit fiend is thrown up to 60 feet and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 23 Dexterity saving throw or take the same damage and be knocked prone.

Teleport. The pit fiend magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Spellcasting. The pit fiend casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 22):

At will: *darkness, detect magic, fireball*
3/day each: *hold monster, wall of fire*
1/day each: *power word stun, programmed illusion*

Hellfire Gaze (Recharge 6). The pit fiend's eyes projects intense fiery energy in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw. On a failed save, a creature takes 42 (12d6) fire damage and is vulnerable to fire damage until the end of the devil's next turn. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine ash and slag. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell. On a successful save, a creature takes half as much damage.

Legendary Actions

The pit fiend can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The pit fiend regains spent legendary actions at the start of its turn.

Move. The pit fiend moves up to half its speed.
Attack (Costs 2 Actions). The pit fiend makes a Claw, Mace, or Tail attack.
Teleport (Costs 2 Actions). The pit fiend uses Teleport.
Cast a Spell (Costs 3 Actions). The pit fiend uses Spellcasting.

Spined Devil Crippler

This particular species of spined devil has highly toxic venom in their spines instead of fire. These devils are often used by their masters to capture escaping slaves and to slow highly mobile enemy units and spellcasters.

Spined Devil Scout

While normal spined devils often serve as messengers and spies for their commanders, a few who are more cunning and gifted are chosen by greater devils to become scouts for important missions and, during battle, as advanced flying artillery and assassins. These spined devils are bestowed arcane power by their masters, and due to the infused magic, become larger than their brethren.

Spined Devil Crippler

Small Fiend (Devil), Typically Lawful Evil

Armor Class 14 (natural armor)
Hit Points 31 (7d6 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	11 (+0)	14 (+2)	8 (-1)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Infernal, telepathy 120 ft.
Challenge 3 (700 XP) **Proficiency Bonus** +2

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Flyby. The devil doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Limited Spines. The devil has twelve Tail spines. Used spines regrow by the time the devil finishes a long rest.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The devil makes two attacks: one with its Bite and one with its Fork. Alternatively, it can make two Tail Spine attacks.

Bite. *Melee Weapon Attack*: +2 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) piercing damage.

Fork. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

Tail Spine. *Ranged Weapon Attack:* +5 to hit, range 20/80 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) poison damage and the target is poisoned until the start of the devil's next turn. While poisoned, a creature can't use reactions and its speed is reduced by 10 feet.

Spined Devil Scout

Medium Fiend (Devil), Typically Lawful Evil

Armor Class 14 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	11 (+0)	14 (+2)	8 (-1)

Skills Perception +6, Stealth +5
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 16
Languages Infernal, telepathy 120 ft.
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Flyby. The devil doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Limited Spines. The devil has twelve Tail spines. Used spines regrow by the time the devil finishes a long rest.

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Sneak Attack (1/Turn). The spined devil scout deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spined devil scout that isn't incapacitated and the spined devil scout doesn't have disadvantage on the attack roll.

Actions

Multiattack. The devil makes two attacks: one with its Bite and one with its Fork. Alternatively, it can make two Tail Spine attacks.

Bite. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one creature. *Hit:* 8 (2d6 + 1) piercing damage.

Fork. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Tail Spine. *Ranged Weapon Attack:* +5 to hit, range 20/80 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) fire damage.

Spellcasting. The spined devil scout casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 12):

2/day: *disguise self*
1/day: *stinking cloud*

Dinosaurs

Mosasaurus

A mosasaurus is a 50-foot long marine reptile that looks like a short-necked komodo dragon with flippers instead of legs. It is a voracious apex predator that will not hesitate to attack prey larger than itself.

Spinosaurus

The carnivorous spinosaurus resembles an upright, bipedal dinosaur with a crocodilian head and a sailfin crest along its back. It usually hunts fish in rivers and coastal water but is also an ambush predator that lurks underwater waiting for terrestrial prey to move within striking distance.

Mosasaurus

Gargantuan Beast, Unaligned

Armor Class 13 (natural armor)
Hit Points 232 (15d20 + 75)
Speed 20 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	20 (+5)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +5
Senses passive Perception 15
Languages —
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Hold Breath. The mosasaurus can hold its breath for 1 hour.

Actions

Multiattack. The mosasaurus makes two attacks: one with its Bite one with its Tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 47 (6d12 + 8) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the mosasaurus can only Bite the grappled creature and has advantage on attack rolls to do so.

Tail. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 27 (3d12 + 8) bludgeoning damage.

Swallow. The mosasaurus makes one Bite attack against a Large or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the mosasaurus, and it takes 28 (8d6) acid damage at the start of each of the mosasaurus's turns. A mosasaurus can have only up to one Large, two Medium, or four Small creatures swallowed at a time.

If the mosasaurus takes 30 damage or more on a single turn from the swallowed creature, the mosasaurus must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the mosasaurus. If the mosasaurus dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Spinosaurus

Huge Beast, Unaligned

Armor Class 13 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +5
Senses passive Perception 15
Languages —
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Hold Breath. The spinosaurus can hold its breath for up to 30 minutes.

Actions

Multiattack. The spinosaurus makes four attacks: one with its Bite, two with its Claw, and one with its Tail. It can't use its Bite and Tail attacks against the same target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 28 (4d10 + 6) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the spinosaurus can't use its Bite attack on another target

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage, and if the attack roll against the target succeeds by 5 or higher, the target must succeed on a DC 18 Constitution saving throw or be stunned until the end of the spinosaurus's next turn.

Displacer Beasts

Beast Pack Lord

The pack lord is the dominant male of a displacer beast pack and is usually the only male of the pack. When hunting, a pack lord will normally hang back and let its females do the actual pursuit and killing. When faced with formidable prey, the pack lord will coordinate the attack to make an efficient kill.

Stalker

A stalker is a displacer beast that has learned to be nearly invisible when prowling and hunting. More often than not, its prey does not even have time to realize what attacked it before it is slain.

Displacer Beast Pack lord

Huge Monstrosity, Typically Lawful Evil

Armor Class 14 (natural armor)
Hit Points 147 (14d12 + 56)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	19 (+4)	6 (-2)	14 (+2)	10 (+0)

Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Avoidance. If the displacer beast is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Displacement. The displacer beast projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the displacer beast is incapacitated or has a speed of 0.

Pack Tactics. The displacer beast has advantage on an attack roll against a creature if at least one of the displacer beast's allies is within 5 feet of the creature and the ally isn't incapacitated.

Packmaster. An ally within 5 feet of the displacer beast has advantage on attack rolls against a creature that is within 5 feet of the displacer beast and another ally, provided the displacer beast and the other ally aren't incapacitated.

Actions

Multiattack. The displacer beast makes one Bite attack and two Tentacle attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Tentacle. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage plus 4 (1d8) piercing damage.

Displacer Beast Stalker

Large Monstrosity, Typically Lawful Evil

Armor Class 15 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	16 (+3)	6 (-2)	13 (+1)	8 (-1)

Skills Perception +4, Stealth +7, Survival +7
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Avoidance. If the displacer beast is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Displacement. The displacer beast projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the displacer beast is incapacitated or has a speed of 0.

Slay Foe (1/Turn). The displacer beast deals an extra 9 (2d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

Actions

Multiattack. The displacer beast makes one Bite attack and two Tentacle attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 3 (1d6) piercing damage.

Bonus Actions

Stealthy. The displacer beast takes the Hide action.

Doppelgangers

Assassin

Doppelgangers who learn the craft of murder become assassins for hire. They are highly sought after by assassin guilds because of their unparalleled ability to blend in and insert themselves within reach of their targets.

Dark Whisperer

Dark whisperers are mysterious bards from the College of Whispers. They are often employed as spies and agents that sow fear and discord. They often take the guise of a wealthy noble, royal courtesan, or lady-in-waiting. They are not above murdering an innocent just for convenience.

Warlock

Some doppelgangers believe they were changelings left by their Fey relatives to live amongst humanoids. A few of these become obsessed with Fey magic and eventually forge pacts with an Archfey.

Doppelganger Assassin

Medium Monstrosity (Shapechanger), Typically Neutral

Armor Class 15
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	14 (+2)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +9, Int +4
Skills Deception +6, Insight +5, Stealth +13
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Ambusher. In the first round of combat, the doppelganger has advantage on attack rolls against any creature it has surprised.

Assassinate. During its first turn, the doppelganger has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the doppelganger scores against a surprised creature is a critical hit.

Evasion. If the doppelganger is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the doppelganger instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The doppelganger deals an extra 17 (5d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the doppelganger that isn't incapacitated and the doppelganger doesn't have disadvantage on the attack roll.

Actions

Multiattack. The doppelganger makes three melee attacks.

Slam. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 +5) bludgeoning damage.

Shortsword. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, and the target must succeed on a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

Change Shape. The doppelganger transforms into a Small or Medium humanoid it has seen, or back into its true form, while retaining its game statistics. This transformation ends if the doppelganger is reduced to 0 hit points or uses an action to end it.

Bonus Actions

Cunning Action. The doppelganger performs the Dash, Disengage, or Hide action.

Doppelganger Dark Whisperer

Medium Monstrosity (Shapechanger), Typically Neutral

Armor Class 14
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	12 (+1)	16 (+3)

Saving Throws Dex +7, Cha +6
Skills Deception +9, Insight +4, Persuasion +9, Stealth +7
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Ambusher. In the first round of combat, the doppelganger has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

Actions

Multiattack. The doppelganger makes two rapier attacks or two maddening bolt attacks.

Rapier. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 10 (3d6) poison damage.

Maddening Bolt. *Ranged Spell Attack:* +6 to hit, range 60 ft., one creature. *Hit:* 13 (3d6 + 3) psychic damage and the target must succeed on a DC 16 Wisdom saving throw or it must use its reaction to make a melee weapon attack against one creature of the fiend's choice that the fiend can see. Constructs and Undead are immune to this effect.

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

Spellcasting. The doppelganger casts one of the following spells using Charisma as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *friends, mage hand, minor illusion*
2/day each: *charm person, dissonant whispers, Tasha's hideous laughter*
1/day each: *confusion, greater invisibility, major image, synaptic static*

Change Shape. The doppelganger transforms into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Bonus Actions

Dark Whispers. The doppelganger targets one creature within 30 feet of it. If the target can hear the doppelganger, the target must succeed on a DC 15 Charisma saving throw or be frightened for 1 minute. While frightened in this way, a creature must take the Dash action and move away from the doppelganger by the safest available route on each of its turns, unless there is nowhere to move, in which case it needn't take the Dash action. If the creature ends its turn in a location where it doesn't have line of sight to the doppelganger, the creature can repeat the saving throw. On a success, the effect ends.

Doppelganger Warlock

Medium Monstrosity (Shapechanger), Typically Neutral

Armor Class 14 (17 with *mage armor*)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	12 (+1)	16 (+3)

Saving Throws Wis +4, Cha +6
Skills Deception +9, Insight +4, Nature +3, Persuasion +6
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 11
Languages Common, Sylvan
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Ambusher. In the first round of combat, the doppelganger has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

Actions

Multiattack. The doppelganger makes two Slam attacks or it uses Bewildering Word three times.

Slam. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 +5) bludgeoning damage plus 7 (2d6) psychic damage.

Bewildering Word. The doppelganger utters a magical bewilderment, targeting one creature it can see within 60 feet of it. The target must succeed on a DC 14 Wisdom saving throw or take 9 (2d8) psychic damage and have disadvantage on attack rolls until the end of the doppelganger's next turn.

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

Spellcasting. The doppelganger casts one of the following spells using Charisma as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *dancing lights, disguise self, friends, mage armor* (self only), *minor illusion, silent image, speak with animals*
3/day (as 5th-level spells): *charm person, dimension door, fear, greater invisibility, hold monster, phantasmal force, phantasmal killer, seeming*

Change Shape. The doppelganger transforms into a Small or Medium humanoid it has seen, or back into its true form, while retaining its game statistics. This transformation ends if the doppelganger is reduced to 0 hit points or uses an action to end it.

Reactions

Misty Escape (Recharges after a Short or Long Rest). In response to taking damage, the doppelganger turns invisible and teleports up to 60 feet to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks, makes a damage roll, or casts a spell.

Dragons

Presented here are two additional age categories for each of the chromatic dragons. Old dragons lie between the ages of adult and ancient, and have just reached gargantuan size. Young Adults are adolescent dragons that have just reached Huge size.

Old Black Dragon

Gargantuan Dragon, Typically Chaotic Evil

Armor Class 20 (natural armor)
Hit Points 280 (17d20 + 102)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	23 (+6)	15 (+2)	14 (+2)	18 (+4)

Saving Throws Dex +8, Con +12, Wis +8, Cha +10
Skills Perception +14, Stealth +8
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Common, Draconic
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +13 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 9 (2d8) acid damage.

Claw. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack*: +13 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5–6). The dragon exhales acid in a 90-foot line that is 10 feet wide. Each creature in that line must succeed on a DC 20 Dexterity saving throw, taking 63 (14d8) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a Tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Young Adult Black Dragon

Huge Dragon, Typically Chaotic Evil

Armor Class 18 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	19 (+4)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Dex +6, Con +8, Wis +5, Cha +7
Skills Perception +9, Stealth +6
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19
Languages Common, Draconic
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 4 (1d8) acid damage.

Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5–6). The dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must succeed on a DC 16 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

Old Blue Dragon

Gargantuan Dragon, Typically Lawful Evil

Armor Class 20 (natural armor)
Hit Points 315 (18d20 + 126)
Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	17 (+3)	16 (+3)	20 (+5)

Saving Throws Dex +6, Con +13, Wis +9, Cha +11
Skills Perception +15, Stealth +6
Damage Immunities lightning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25
Languages Common, Draconic
Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +14 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 11 (2d10) lightning damage.

Claw. *Melee Weapon Attack*: +14 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack*: +14 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5–6). The dragon exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must succeed on a DC 21 Dexterity saving throw, taking 77 (14d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a Tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Young Adult Blue Dragon

Huge Dragon, Typically Lawful Evil

Armor Class 18 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	15 (+2)	14 (+2)	18 (+4)

Saving Throws Dex +4, Con +9, Wis +6, Cha +8
Skills Perception +10, Stealth +4
Damage Immunities lightning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20
Languages Common, Draconic
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 5 (1d10) lightning damage.

Claw. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5–6). The dragon exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must succeed on a DC 17 Dexterity saving throw, taking 60 (11d10) lightning damage on a failed save, or half as much damage on a successful one.

Old Green Dragon

Gargantuan Dragon, Typically Lawful Evil

Armor Class 20 (natural armor)
Hit Points 297 (18d20 + 108)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	23 (+6)	19 (+4)	16 (+3)	18 (+4)

Saving Throws Dex +7, Con +12, Wis +9, Cha +10
Skills Deception +10, Insight +9, Perception +15, Persuasion +10, Stealth +7
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25
Languages Common, Draconic
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Amphibious. The dragon can breathe air and water.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +13 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 10 (3d6) poison damage.

Claw. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack*: +13 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5–6). The dragon exhales poisonous gas in a 90-foot cone. Each creature in that area must succeed on a DC 20 Constitution saving throw, taking 66 (19d6) poison damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a Tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Young Adult Green Dragon

Huge Dragon, Typically Lawful Evil

Armor Class 18 (natural armor)
Hit Points 168 (16d12 + 64)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	17 (+3)	14 (+2)	16 (+3)

Saving Throws Dex +5, Con +8, Wis +6, Cha +7
Skills Deception 7, Perception +10, Stealth +5
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20
Languages Common, Draconic
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Amphibious. The dragon can breathe air and water.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 7 (2d6) poison damage.

Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5–6). The dragon exhales poisonous gas in a 60-foot cone. Each creature in that area must succeed on a DC 16 Constitution saving throw, taking 49 (14d6) poison damage on a failed save, or half as much damage on a successful one.

Old Red Dragon

Gargantuan Dragon, Typically Chaotic Evil

Armor Class 21 (natural armor)
Hit Points 351 (19d20 + 152)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	17 (+3)	14 (+2)	22 (+6)

Saving Throws Dex +7, Con +15, Wis +9, Cha +13
Skills Perception +16, Stealth +7
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Common, Draconic
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 +9) piercing damage plus 14 (4d6) fire damage.

Claw. *Melee Weapon Attack*: +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack*: +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 90-foot cone. Each creature in that area must succeed on a DC 23 Dexterity saving throw, taking 77 (22d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a Tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Young Adult Red Dragon

Huge Dragon, Typically Chaotic Evil

Armor Class 18 (natural armor)
Hit Points 212 (17d12 + 102)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	15 (+2)	12 (+1)	20 (+5)

Saving Throws Dex +4, Con +10, Wis +5, Cha +9
Skills Perception +9, Stealth +4
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19
Languages Common, Draconic
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +11 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5–6). The dragon exhales fire in a 60-foot cone. Each creature in that area must succeed on a DC 18 Dexterity saving throw, taking 59 (17d6) fire damage on a failed save, or half as much damage on a successful one.

Old White Dragon

Gargantuan Dragon, Typically Chaotic Evil

Armor Class 20 (natural armor)
Hit Points 315 (18d20 + 126)
Speed 40 ft., burrow 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	24 (+7)	9 (-1)	12 (+1)	13 (+1)

Saving Throws Dex +6, Con +13, Wis +7, Cha +7
Skills Perception +13, Stealth +6
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23
Languages Common, Draconic
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra moment.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +13 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 9 (2d8) cold damage.

Claw. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack*: +13 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5–6). The dragon exhales an icy blast in a 90-foot cone. Each creature in that area must succeed on a DC 21 Constitution saving throw, taking 63 (14d8) cold damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a Tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Young Adult White Dragon

Huge Dragon, Typically Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	7 (-1)	12 (+1)	12 (+1)

Saving Throws Dex +4, Con +9, Wis +5, Cha +5
Skills Perception +9, Stealth +4
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19
Languages Common, Draconic
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra moment.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 4 (1d8) cold damage.

Claw. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5–6). The dragon exhales an icy blast in a 60-foot cone. Each creature in that area must succeed on a DC 17 Constitution saving throw, taking 49 (11d8) cold damage on a failed save, or half as much damage on a successful one.

Driders

Drider Cavestalker

These driders are often insane, driven to madness by their cursed transformation, and for decades of being isolated after being banished to the deep wilds of the Underdark. They become exceptional hunters and killers, preying on anything that wanders into their territory. The rare few who manage to keep their sanity sell their services as mercenaries and scouts.

Drider Mages

Some drow were sorcerers, warlocks, or wizards before they were cursed and transformed by Lolth into driders. While most lose their powers and memories of their former drow selves, a rare few manage to retain their abilities, making them dangerous opponents. Whether this was willed by Lolth or not is anyone's guess.

Because they still retain memories of a portion of their lives, some grow to hate the drow that have forsaken them. Thus, these drider mages exile themselves and wander off into the wilds of the Underdark, setting up new lairs. They tend to stalk known drow pathways where they can raid merchant caravans and unwary travelers. They will not hesitate to attack anyone or anything that enters their territory, even drow.

Drider Cavestalker

Large Monstrosity, Typically Chaotic Evil

Armor Class 20 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	18 (+4)	13 (+1)	14 (+2)	12 (+1)

Saving Throws Str +6, Dex +7
Skills Perception +5, Stealth +10, Survival +8
Senses darkvision 120 ft., passive Perception 15
Languages Elvish, Undercommon
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Cave Strider. Moving through nonmagical difficult cavern or underground terrain doesn't cost the drider extra movement.

Fey Ancestry. The drider has advantage on saving throws against being charmed, and magic can't put the drider to sleep.

Spider Climb. The drider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, the drider has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Web Walker. The drider ignores movement restrictions caused by webbing.

Slay Foe (1/Turn). The drider deals an extra 13 (3d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

Actions

Multiattack. The drider makes three attacks: either with its Rapier or its Longbow. It can replace one of those attacks with a Bite attack.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage plus 9 (2d8) poison damage.

Rapier. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 120/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 4 (1d8) poison damage.

Spellcasting. The drider casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *dancing lights*
1/day each: *conjure barrage, cordon of arrows, darkness, faerie fire, spike growth*

Bonus Actions

Hunter's Mark (3/Day). The drider casts *hunter's mark*, requiring no material components and using Wisdom as the spellcasting ability.

Stealthy. The drider takes the Hide action.

Drider Sorcerer

Drider sorcerers can unleash arcane elemental power, striking its foes with burning acid, numbing frost, searing flames, bolts of lightning, and blasts of thunder. What makes it dangerous is its ability to heighten the potency of its spells or cast them in an instant.

Drider Warlock

A drider, banished and alone, may seek retribution against its kind and call for a dark patron. Or it may begin to hear unearthly whispers in the dark, asking it to form a pact with a demonic power. Whatever its reasons, a drider forms a pact with a fiend and becomes a warlock.

Drider Sorcerer

Large Monstrosity, Typically Chaotic Evil

Armor Class 19 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	16 (+3)

Skills Perception +6, Stealth +11
Senses darkvision 120 ft., passive Perception 16
Languages Elvish, Undercommon
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Fey Ancestry. The drider has advantage on saving throws against being charmed, and magic can't put the drider to sleep.

Sorcery Points. The drider has 9 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Heightened Spell: When the drider casts a spell that forces a creature to make a saving throw to resist the spell's effects, the drider can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell: When the drider casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Spider Climb. The drider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, the drider has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Web Walker. The drider ignores movement restrictions caused by webbing.

Actions

Multiattack. The drider makes three Elemental Strike attacks. It can replace one of those attacks with a Bite attack.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage plus 9 (2d8) poison damage.

Elemental Strike. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 10 (3d6) acid, cold, fire, lightning or thunder damage (the drider's choice).

Forked Lightning (Recharge 5–6). The drider unleashes arcs of magical lightning at up to three creatures it can see within 60 feet of itself. Each target must make a DC 15 Dexterity saving throw, taking 17 (5d6) lightning damage on a failed save, or half as much damage on a successful one.

Spellcasting. The drider casts one of the following spells using Charisma as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *dancing lights, minor illusion, mending, true strike*
2/day each: *charm person, dimension door, web*
1/day each: *confusion, cone of cold, darkness, dispel magic, faerie fire*

Drider Warlock

Large Monstrosity, Typically Chaotic Evil

Armor Class 19 (natural armor)
Hit Points 161 (17d10 + 68)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	18 (+4)

Skills Arcana +5, Perception +6, Stealth +11
Senses darkvision 120 ft., passive Perception 16
Languages Elvish, Undercommon
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Fey Ancestry. The drider has advantage on saving throws against being charmed, and magic can't put the drider to sleep.

Spider Climb. The drider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, the drider has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Web Walker. The drider ignores movement restrictions caused by webbing.

Dark One's Own Luck (Recharges after a Short or Long Rest). When the drider makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

Actions

Multiattack. The drider makes two Necrotic Bolt attacks. It can replace one of those attacks with a Bite attack.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage plus 9 (2d8) poison damage.

Hellfire. Green flame explodes in a 10-foot-radius sphere centered on a point within 120 feet of the drider. Each creature in that area must make a DC 16 Dexterity saving throw, taking 16 (3d10) fire damage and 11 (2d10) necrotic damage on a failed save, or half as much damage on a successful one.

Spellcasting. The drider casts one of the following spells using Charisma as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *dancing lights, mage hand, minor illusion, prestidigitation*
2/day (as 5th-level spells): *banishment, fireball, flame strike, mirror image, wall of fire*
1/day each: *Abi-Dalzim's horrid wilting, darkness, faerie fire, finger of death, plane shift* (self only)

Reactions

Fiendish Rebuke (2/Day). In response to being damaged by a visible creature within 60 feet of it, the flameskull forces that creature to make a DC 16 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

Drow

Arcane Guard

Drow arcane guards specialize in weaving elemental magic and martial skills together in an efficient manner. If provided a moment to prepare, they will conjure mirror images to confuse their foes. They then utilize their metamagic features to their great advantage.

Demonbinder

Drow demonbinders are practitioners of the dark arts. They draw and absorb the essence of demons to gain additional powers and abilities, such as temporarily opening a rift into the Abyss. They do not care that doing so condemns them to eternal damnation.

Dread Fang of Lolth

The dread fangs of Lolth are elite assassins, often under the employ of noble houses in drow society. While very capable of fighting alone, they are deadlier when working with a team, as they can provide an opening for an ally when in melee against a common target.

Drow Arcane Guard

Medium Humanoid (Elf), Any Alignment

Armor Class 15 (studded leather)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	12 (+1)	11 (+0)	16 (+3)

Skills Arcana +4, Perception +3, Stealth +6
Senses darkvision 120 ft., passive Perception 13
Languages Elvish, Undercommon
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Sorcery Points. The drow has 6 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Empowered Spell: When the drow rolls damage for a spell, it can spend 1 sorcery point to reroll up to 3 damage dice. It must use the new rolls. It can use Empowered Spell even if it has already used a different Metamagic option during the casting of the spell.

Quickened Spell: When the drow casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The drow makes two Rapier attacks or uses Elemental Bolt twice.

Rapier. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) poison damage.

Elemental Bolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. Hit: 12 (2d8 + 3) acid, cold, fire, or lightning (drow's choice) damage.

Forked Lightning (Recharge 5–6). The drow unleashes arcs of magical lightning at up to three creatures it can see within 60 feet of itself. Each target must make a DC 14 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.

Spellcasting. The drow casts one of the following spells using Charisma as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *dancing lights, mage hand, minor illusion*
1/day each: *darkness, faerie fire, lightning bolt, levitate* (self only), *thunderwave, web*

Reactions

Counterspell (1/Day). The drow casts *counterspell* using Charisma as the spellcasting ability.

Shield (2/Day). The drow casts *shield* using Charisma as the spellcasting ability.

Drow Demonbinder

Medium Humanoid (Elf), Typically Chaotic Evil

Armor Class 18 (studded leather)
Hit Points 117 (18d8 + 36)
Speed 30 ft. (fly 30 ft. in demonbind form)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Int +5, Wis +6, Cha +8
Skills Arcana +5, Deception +8, Perception +6
Senses darkvision 120 ft., passive Perception 16
Languages Elvish, Undercommon
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Fiendish Blessing. The AC of the drow includes its Charisma bonus.

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Dark One's Own Luck (Recharges after a Short or Long Rest). When the drow makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) poison damage.

Claws (Demonbind Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Spellcasting. The drow casts one of the following spells using Charisma as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *dancing lights, eldritch blast* (3 beams, 1d10 + 4), *friends, minor illusion, poison spray* (3d12), *prestidigitation*
1/day each: *circle of death, darkness, faerie fire, finger of death, fireball, levitate* (self only), *power word stun, wall of fire*

Abyssal Rift (Recharge 6). The drow opens a momentary Abyssal rift within 60 feet of it. The rift is a 20-foot-radius sphere. Each creature in that area must make a DC 16 Constitution saving throw, taking 13 (3d8) necrotic damage on a failed save, or half as much damage on a successful one. In addition, there is a 50 percent chance that 2d6 dretches or 1d3 rutterkins then appear in unoccupied spaces in the sphere. They act as the drow's allies and take their turns immediately after the drow. They remain until destroyed or until the drow dismisses them as an action.

Demonbind (Recharges after a Short or Long Rest). The drow transform into a demon. Horns grow from her head, her skin turns leathery-red, bat-like wings sprout from her back, and her hands turn into vicious claws. While in this form, the drow's creature type changes to Fiend (Demon) and it gains 30 temporary hit points, resistance to cold, fire, lightning and to bludgeoning, piercing, and slashing from nonmagical attacks, and immunity to poison. The effects last for 1 hour, or until the drow dies or uses a bonus action to end it.

Reactions

Fiendish Rebuke (2/Day). In response to being damaged by a visible creature within 60 feet of it, the drow forces that creature to make a DC 16 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

Drow Dread Fang of Lolth

Medium Humanoid (Elf), Typically Neutral Evil

Armor Class 16 (studded leather)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	14 (+2)	12 (+1)	13 (+1)	12 (+1)

Saving Throws Dex +7, Con +5, Wis +4
Skills Acrobatics +7, Deception + 4, Perception +4, Stealth +10
Senses darkvision 120 ft., passive Perception 14
Languages Elvish, Undercommon
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Sneak Attack (1/Turn). The drow deals an extra 10 (3d6) damage when the drow hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the drow that isn't incapacitated and the drow doesn't have disadvantage on the attack roll.

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The drow makes two Shortsword attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

Spellcasting. The drow casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 12):

At will: *dancing lights*
1/day each: *darkness, faerie fire, levitate* (self only)

Bonus Actions

Cunning Action. The drow performs the Dash, Disengage, or Hide action.

Reactions

Lolth's Whispers (3/Day). If an ally attacks a target with a weapon attack and the target is within 5 feet of the drow and the ally can hear the drow, the drow grants advantage on the ally's attack roll. If the attack hits, it deals an extra 10 (3d6) damage.

Sergeant

Sergeants are veteran drow warriors who often lead guard patrols and soldiers. They are cunning in battle, taking advantage of their opponents' weaknesses, and directing their underlings to vulnerable targets with deadly efficiency.

Skirmisher

Often serving as scouts and spies, drow skirmishers avoid direct fighting. They prefer to select their targets first, moving toward them without being seen, striking, and then retreating before their foes can counter.

Drow Sergeant

Medium Humanoid (Elf), Any Alignment

Armor Class 17 (chain shirt, shield)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Intimidation +4, Perception +3, Stealth +4
Senses darkvision 120 ft., passive Perception 13
Languages Elvish, Undercommon
Challenge 3 (700 XP) **Proficiency Bonus** +2

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The drow makes two Shortsword attacks. It can use Maneuver Allies in place of one attack.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 7 (2d6) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. A creature that fails the save by 5 or more is also unconscious for the same duration. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Spellcasting. The drow casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 12):

At will: *dancing lights*
1/day each: *darkness, faerie fire, levitate* (self only)

Maneuver Allies (Recharge 5–6). Up to four allies within 60 feet of the drow that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Reactions

Command Retaliation. In response to a creature missing the drow with a melee attack and the attacker is visible to the drow, it can target an ally within 5 feet of the creature. If the ally can see and hear the drow, it uses its reaction to make one melee weapon attack against the creature with advantage on the attack roll.

Drow Skirmisher

Medium Humanoid (Elf), Any Alignment

Armor Class 15 (studded leather)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	11 (+0)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +5
Senses darkvision 120 ft., passive Perception 12
Languages Elvish, Undercommon
Challenge 2 (450 XP) **Proficiency Bonus** +2

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Skirmish Advantage. Once per turn, the drow gains advantage on its attack roll when it makes a weapon attack while occupying a space at least 15 feet away from where it started its turn.

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The drow makes two Shortsword attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. A creature that fails the save by 5 or more is also unconscious for the same duration. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Spellcasting. The drow casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 11):

At will: *dancing lights*
1/day each: *darkness, faerie fire, levitate* (self only)

Bonus Actions

Lightfooted. The drow performs the Dash or Disengage action.

Reactions

Skirmisher. When an enemy the drow can see ends its turn within 5 feet of it, the drow can move up to half its speed. This movement doesn't provoke opportunity attacks.

Dryad

Dryad Witch of the Fey

While most dryads develop druidic powers, some dryads develop eldritch abilities, partly due to their patronage of either Titania of the Summer Court, or Oberon, the Green Lord. Those few who are cruel and mischievous tend to forge pacts with the Queen of Air and Darkness or the other ruling members of the Unseelie Court.

Of all dryads, the dryad witches are the ones most inclined to play magical tricks and pranks on, or even kidnap, those foolish enough to wander near their territory.

Dryad Witch of the Fey

Medium Fey, Typically Neutral

Armor Class 12 (15 with *mage armor*)
Hit Points 110 (17d8 + 34)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	14 (+2)	15 (+2)	20 (+5)

Saving Throws Wis +5, Cha +8
Skills Arcana +5, Deception +8, Nature +5, Perception +5, Persuasion +8, Stealth +5
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 15
Languages Elvish, Sylvan
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Magic Resistance. The dryad has advantage on saving throws against spells and other magical effects.

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on her turn, the dryad can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Actions

Poison Lash. *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 21 (3d10 + 5) poison damage. If the target is a creature, it is also poisoned until the end of the dryad's next turn. A poisoned creature has disadvantage on saving throws made against the dryad's spells.

Fey Charm. The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 16 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can.

Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target 's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours.

The dryad can have no more than one humanoid and up to three beasts charmed at a time.

Spellcasting. The dryad casts one of the following spells using Charisma as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *dancing lights, druidcraft, entangle, minor illusion, speak with animals*
3/day (as 5th-level spells): *dominate beast, fear, hold monster, mage armor* (self only), *phantasmal force, seeming*
1/day each: *barkskin, conjure fey, feeblemind, finger of death, pass without trace, shillelagh*

Reactions

Misty Escape (Recharges after a Short or Long Rest). In response to taking damage, the dryad turns invisible and teleports up to 60 feet to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks, makes a damage roll, or casts a spell.

Duergar

Duergar Captain

Captains are experienced war veterans who are always found leading patrols or training young duergar to become guards and foot soldiers.

Duergar Captain

Medium Humanoid (Dwarf), Any Alignment

Armor Class 18 (chain mail, shield)
Hit Points 45 (7d8 + 14)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	15 (+2)	11 (+0)	10 (+0)	10 (+0)

Damage Resistances poison
Senses darkvision 120 ft., passive Perception 10
Languages Dwarvish, Undercommon
Challenge 3 (700 XP) **Proficiency Bonus** +2

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Phalanx Formation. The duergar has advantage on attack rolls and Dexterity saving throws while standing within 5 feet of a duergar ally wielding a shield.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The duergar makes two War Pick or Javelin attacks. It can replace one of those attacks with Call to Attack.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

War Pick. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, or 12 (2d8 + 3) piercing damage while enlarged.

Javelin. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 10 (2d6 + 3) piercing damage while enlarged.

Call to Attack. Up to two allied duergar within 30 feet of this duergar that can hear it can each use their reaction to make one weapon attack.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Duergar Champion

Champions represent the best and some of the most vicious soldiers of any duergar army. They prefer to wield mauls rather than use one-handed weapons and shields.

Duergar Champion

Medium Humanoid (Dwarf), Any Alignment

Armor Class 18 (plate)
Hit Points 71 (11d8 + 22)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	11 (+0)	10 (+0)	10 (+0)

Saving Throws Str +7, Con +5
Skills Athletics +7, Intimidation +3, Perception +3
Damage Resistances poison
Senses darkvision 120 ft., passive Perception 13
Languages Dwarvish, Undercommon
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Indomitable (1/Day). The duergar can reroll a saving throw it fails. It must use the new roll.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The duergar makes three Maul or Javelin attacks and uses Enlarge if it is available.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, or 18 (4d6 + 4) bludgeoning damage while enlarged.

Javelin. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, or 11 (2d6 + 4) piercing damage while enlarged.

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Bonus Actions

Second Wind (Recharges after a Short or Long Rest). The duergar can regain 15 hit points.

Duergar Priest

Duergar priests are a staple in any duergar company. They serve as the primary support for duergar guard patrols and armies. They are devout and fanatical followers of either Laduguer or Deep Duerra.

Duergar Priest

Medium Humanoid (Dwarf), Any Alignment

Armor Class 16 (scale mail, shield)
Hit Points 44 (8d8 + 8)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	11 (+0)	16 (+3)	12 (+1)

Damage Resistances poison
Senses darkvision 120 ft., passive Perception 13
Languages Dwarvish, Undercommon
Challenge 3 (700 XP) **Proficiency Bonus** +2

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Warhammer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, or 11 (2d8 + 2) bludgeoning damage while enlarged.

Spellcasting. The duergar casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *mending, poison spray* (2d12), *sacred flame* (2d8), *thaumaturgy*
1/day each: *bane, blindness/deafness, command, dispel magic, hold person, spirit guardians*

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Bonus Actions

Divine Weapon (1/Day). The duergar casts *magic weapon* or *spiritual weapon* using Wisdom as the spellcasting ability.

Wrath of Laduguer. The duergar targets a creature it can see within 30 feet of it. The creature must succeed on a DC 13 Wisdom saving throw. On a failed save, the creature takes 13 (3d8) psychic damage and becomes frightened until the end of the duergar's next turn.

Duergar High Priest

Duergar high priests are the cruel and insane leaders and overlords of duergar companies, but more often take the role of advisors to the duergar despots.

Young duergar high priests prefer to reinforce themselves with magical protection and strength-enhancing spells before entering melee. The elder ones prefer to hang back behind the shield wall and support their kin with protective spells or throw devastating ones at their enemies.

Duergar High Priest

Medium Humanoid (Dwarf), Any Alignment

Armor Class 18 (chain mail, shield)
Hit Points 117 (18d8 + 36)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	14 (+2)	11 (+0)	18 (+4)	14 (+2)

Saving Throws Con +6, Wis +8
Skills Intimidation +6, Perception +8, Religion +8
Damage Resistances poison
Senses darkvision 120 ft., passive Perception 18
Languages Dwarvish, Undercommon
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Duergar Resilience. The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Legendary Resistance (1/Day). If the duergar fails a saving throw, it can choose to succeed instead.

Spell Penetration. When the duergar casts a spell and is interrupted by an enemy's *counterspell*, treat the spell's level as 3 levels higher.

Superior Focus. The duergar has advantage on saving throws it makes to maintain its concentration.

Sunlight Sensitivity. While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The duergar makes two Warhammer attacks and uses Enlarge if it is available.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage, or 11 (2d8 + 2) bludgeoning damage while enlarged.

Spellcasting. The duergar casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *mending, poison spray* (3d12), *sacred flame* (3d8), *thaumaturgy*
2/day each: *guiding bolt, hold person, spirit guardians*
1/day each: *blade barrier, dispel magic, flame strike, mass cure wounds, stoneskin*

Invisibility (Recharges after a Short or Long Rest). The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Bonus Actions

Divine Weapon (2/Day). The duergar casts *magic weapon* or *spiritual weapon* using Wisdom as the spellcasting ability.

Wrath of Laduguer. The duergar targets a creature it can see within 30 feet of it. The creature must succeed on a DC 16 Wisdom saving throw. On a failed save, the creature takes 18 (4d8) psychic damage and becomes frightened until the end of the duergar's next turn. A creature that fails the save by 5 or more is also paralyzed for the same duration.

Legendary Actions

The duergar can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The duergar regains spent legendary actions at the start of its turn.

Attack. The duergar makes one weapon attack.
Cantrip. The duergar casts *poison spray* or *sacred flame*.
Cast a Spell (Costs 2 Actions). The duergar casts *dispel magic, guiding bolt, hold person, spirit guardians,* or *spiritual weapon,* if available.

Elementals

Presented in this section are two additional size categories (Huge, Medium) for the four standard elementals.

Air Elementals

Medium air elementals resemble small tornados that are 5 feet in diameter and 10 feet high in size. Huge air elementals can reach a width of 12 feet in diameter and a height of 25 feet and can transform themselves into massive tornados.

Earth Elementals

Medium earth elementals resemble muscular humanoids with earthen skin and stand about 7 feet tall. Huge earth elementals are hulking giants that reach 20 feet in height and have torsos that are nearly 15 feet in diameter. Their immense strength allows them to smash the ground and cause a minor earthquake.

Air Elemental, Huge

Huge Elemental, Typically Neutral

Armor Class 16
Hit Points 171 (18d12 + 54)
Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	16 (+3)	6 (-2)	12 (+1)	5 (-2)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 11
Languages Auran
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The elemental makes two Slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Tornado (Recharge 4–6). The elemental magically transforms into a violent tornado and moves up to half its flying speed in a straight line and targets each creature its space it enters. Each target must succeed on a DC 16 Strength saving throw. On a failure, the target takes 26 (5d8 + 4) bludgeoning damage and is flung up 30 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 16 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone. The air elemental reverts to its true form at the end of the turn.

Air Elemental, Medium

Medium Elemental, Typically Neutral

Armor Class 14
Hit Points 33 (6d8 + 6)
Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	4 (-3)	8 (-1)	6 (-2)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 9
Languages Auran
Challenge 2 (450 XP) **Proficiency Bonus** +2

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

Multiattack. The elemental makes two Slam attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Whirlwind (Recharge 4–6). Each creature in the elemental's space must succeed on a DC 10 Strength saving throw. On a failure, the target takes 7 (2d6) bludgeoning damage and is flung up 10 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage. If the target is thrown at another creature, that creature must succeed on a DC 10 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Fire Elementals

Medium fire elementals appear as animated bonfires 5 feet in diameter. Their huge cousins resemble 15-foot high towering infernos. Due to their size, they can generate and channel devastating amounts of heat.

Water Elementals

Medium water elementals will often look like a small pond or pool of water filling a fountain, until it animates. Huge water elementals appear as gigantic waves 25 feet tall and 15 feet in diameter. These monstrous beings can unleash powerful jets of crushing water.

Earth Elemental, Huge

Huge Elemental, Typically Neutral

Armor Class 18 (natural armor)
Hit Points 225 (18d12 + 108)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	22 (+6)	5 (-3)	12 (+1)	5 (-3)

Damage Vulnerabilities thunder
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11
Languages Terran
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

Actions

Multiattack. The elemental makes two Slam attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Ground Smash (Recharge 5–6). The earth elemental slams the ground, triggering an earth tremor and violently pelting the area around it with debris. All other creatures on the ground within 15 feet of the earth elemental must succeed on a DC 19 Strength saving throw, taking 20 (3d8 + 7) bludgeoning damage and is knocked prone on a failed save, or half as much damage and isn't knocked prone on a successful one.

Earth Elemental, Medium

Medium Elemental, Typically Neutral

Armor Class 16 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	5 (-3)	8 (-1)	5 (-3)

Damage Vulnerabilities thunder
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 9
Languages Terran
Challenge 2 (450 XP) **Proficiency Bonus** +2

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

Actions

Multiattack. The elemental makes two Slam attacks.

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Fire Elemental, Huge

Huge Elemental, Typically Neutral

Armor Class 14
Hit Points 189 (18d12 + 72)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	18 (+4)	6 (-2)	12 (+1)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 11
Languages Ignan
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 11 (2d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 11 (2d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 11 (2d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 40-foot radius and dim light in an additional 40 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The elemental makes two Touch attacks.

Touch. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 14 (3d6 + 4) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 11 (2d10) fire damage at the start of each of its turns.

Blast Wave (Recharge 5–6). The fire elemental emits a searing wave of fire. Each creature within 15 feet of the fire elemental must succeed on a DC 16 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one. If a creature fails its saving throw, it ignites. Until a creature takes an action to douse the fire, the target takes 11 (2d10) fire damage at the start of each of its turns.

Fire Elemental, Medium

Medium Elemental, Typically Neutral

Armor Class 12
Hit Points 39 (6d8 + 12)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	14 (+2)	6 (-2)	8 (-1)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 9
Languages Ignan
Challenge 2 (450 XP) **Proficiency Bonus** +2

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 3 (1d6) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 3 (1d6) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 10-foot radius and dim light in an additional 10 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Multiattack. The elemental makes two Touch attacks.

Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Water Elemental, Huge

Huge Elemental, Typically Neutral

Armor Class 14 (natural armor)
Hit Points 189 (18d12 + 72)
Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	19 (+4)	5 (-3)	12 (+1)	8 (-1)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 11
Languages Aquan
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

Actions

Multiattack. The elemental makes two Slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) bludgeoning damage.

Surging Wave (Recharge 6). The elemental moves up to its speed in a straight line. During this move, it can enter creatures' spaces. A creature whose space the elemental enters must succeed on a DC 17 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the elemental's path. On a failed save, the creature falls prone and takes 16 (2d10 + 5) bludgeoning damage. If the elemental remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the elemental. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 15 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the elemental and is no longer restrained.

Whelm (Recharge 4–6). Each creature in the elemental's space must succeed on a DC 17 Strength saving throw. On a failure, the target takes 16 (2d10 + 5) bludgeoning damage. If it is Huge or smaller, it is also grappled (escape DC 15). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Huge creature or up to two Large or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 19 (3d8 + 6) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 18 Strength and succeeding.

Water Elemental, Medium

Medium Elemental, Typically Neutral

Armor Class 13 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	5 (-3)	8 (-1)	8 (-1)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 9
Languages Aquan
Challenge 2 (450 XP) **Proficiency Bonus** +2

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

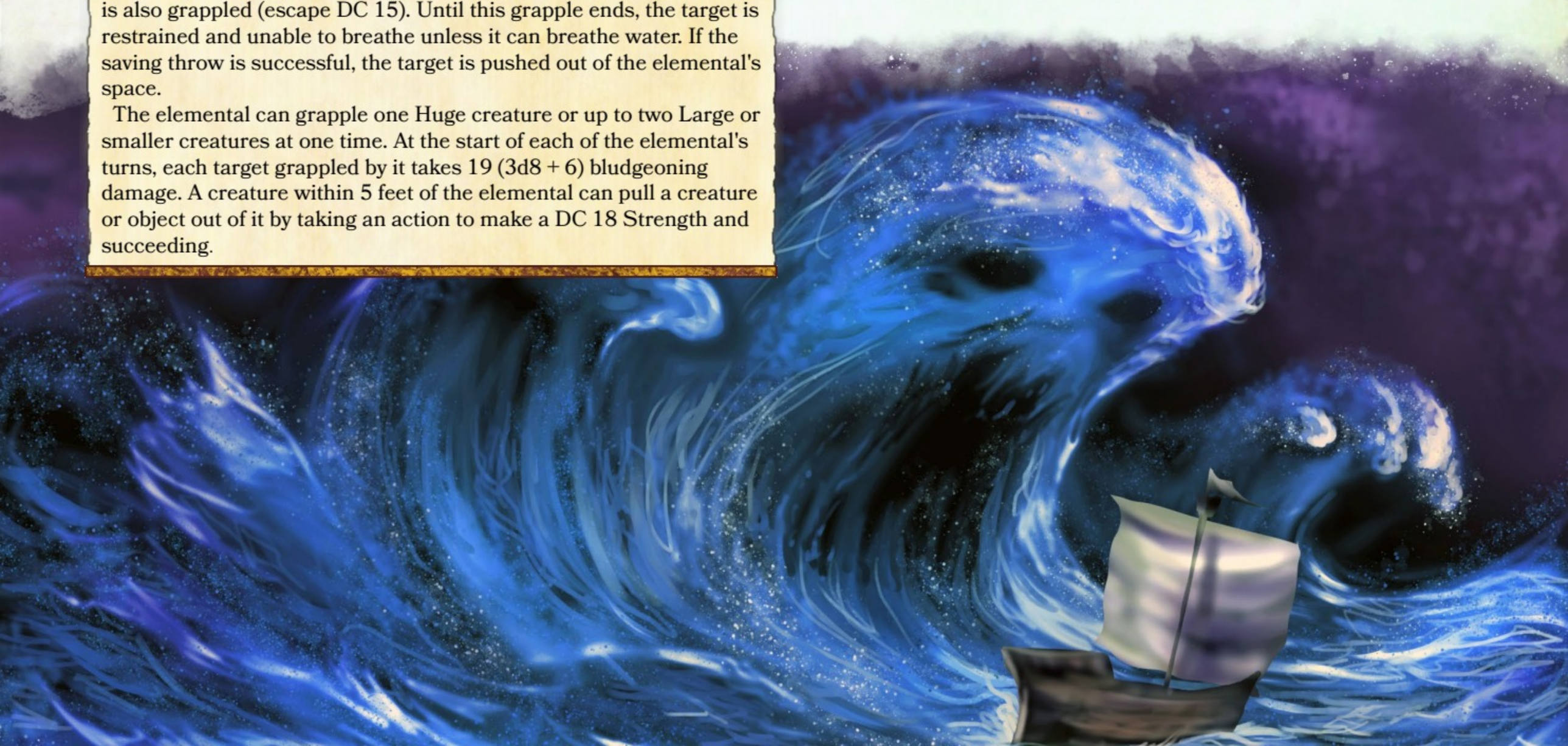
Actions

Multiattack. The elemental makes two Slam attacks.

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

Whelm (Recharge 4–6). Each creature in the elemental's space must succeed on a DC 12 Strength saving throw. On a failure, the target takes 6 (1d8 + 2) bludgeoning damage. If it is Medium or smaller, it is also grappled (escape DC 12). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Medium or up to two Small or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 6 (1d8 + 2) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 12 Strength and succeeding.



Ettercaps

Cavestalker

Ettercap cavestalkers are cunning predators who shun the sunlight and prefer to live in warm, underground places. They lay web traps around their earthen lairs and nearby cave entrances, waiting in ambush while hidden in burrows and crevices for any unfortunate victim to get caught by the traps.

Skulker

These ettercaps lurk motionless within shadowy, web-shrouded canopies, biding their time until prey wanders directly below them before unleashing their net-like webs to ensnare their target. Once their victim is secure, they deliver a killing blow with their venomous bite.

Spidermaster

Spidermasters are powerful ettercap druids who can summon and direct spiders to do their bidding. How they draw their divine power can't be explained, but the elves believe these foul monstrosities are gifted ettercaps with above-average intelligence who were bestowed boons by Lolth the Spider Queen herself. They serve as her agents in the surface world, dwelling in dark and gloomy forests, jungles, and swamps.

Ettercap Cavestalker

Medium Monstrosity, Typically Neutral Evil

Armor Class 15 (natural armor)
Hit Points 104 (16d8 + 32)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	9 (-1)	14 (+2)	8 (-1)

Saving Throws Str +5, Dex +7
Skills Perception +5, Stealth +10, Survival +8
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Spider Climb. The ettercap can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the ettercap knows the exact location of any creature in contact with the same web.

Cave Strider. Moving through nonmagical difficult cavern or underground terrain doesn't cost the ettercap extra movement.

Web Walker. The ettercap ignores movement restrictions caused by webbing.

Slay Foe (1/Turn). The ettercap deals an extra 13 (3d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

Actions

Multiattack. The ettercap makes two attacks: one with its Bite and one with its Claws. It also uses Web, if it is available.

Bite. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 13 (3d8) poison damage. The target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Spellcasting. The ettercap casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13):

1/day each: *beast sense, conjure animals* (spiders only), *nondetection, spike growth*

Web (Recharge 5–6). *Ranged Weapon Attack:* +7 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 13 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage and immunity to bludgeoning, poison, and psychic damage.

Bonus Actions

Stealthy. The ettercap performs the Hide action.

Ettercap Skulker

Medium Monstrosity, Typically Neutral Evil

Armor Class 14 (natural armor)
Hit Points 66 (12d8 + 12)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	13 (+1)	7 (-2)	12 (+1)	8 (-1)

Saving Throws Dex +5, Wis +3
Skills Perception +5, Stealth +7, Survival +5
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Spider Climb. The ettercap can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the ettercap knows the exact location of any creature in contact with the same web.

Web Walker. The ettercap ignores movement restrictions caused by webbing.

Sneak Attack (1/Turn). The ettercap deals an extra 7 (2d6) damage when the ettercap hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the ettercap that isn't incapacitated and the ettercap doesn't have disadvantage on the attack roll.

Actions

Multiattack. The ettercap makes two attacks: one with its Bite and one with its Claws.

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 9 (2d8) poison damage. The target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 12 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage and immunity to bludgeoning, poison, and psychic damage.

Bonus Actions

Cunning Action. The ettercap performs the Dash, Disengage, or Hide action.

Ettercap Spidermaster

Medium Monstrosity, Typically Chaotic Evil

Armor Class 13 (natural armor)
Hit Points 117 (18d8 + 36)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	10 (+0)	17 (+3)	13 (+1)

Saving Throws Int +3, Wis +6
Skills Perception +6, Stealth +5, Survival +6
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Spider Climb. The ettercap can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the ettercap knows the exact location of any creature in contact with the same web.

Woodland Strider. Moving through nonmagical difficult terrain in a woodland environment doesn't cost the ettercap extra movement.

Web Walker. The ettercap ignores movement restrictions caused by webbing.

Actions

Multiattack. The ettercap makes two attacks: one with its Bite and one with its Claws. It also uses Command Spider or Web, if it is available.

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 9 (2d8) poison damage. The target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claws. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Spellcasting. The ettercap casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *druidcraft, poison spray* (3d12), *mold earth*
2/day each: *blight, jump, moonbeam*
1/day each: *conjure animals* (spiders only), *confusion, dispel magic, insect plague* (spiders), *spike growth*

Command Spider. The ettercap targets one allied spider it can see within 30 feet of it. If the target can see and hear the ettercap, the target can use its reaction to make one weapon attack or move up to its speed.

Summon Spider (Recharges after a Short or Long Rest). The ettercap summons 2d6 giant wolf spiders or 1d3 giant spiders. The spiders appear in unoccupied spaces within 30 feet of the ettercap and acts as its allies. The spiders act right after the ettercap on the same initiative count and fight until they're destroyed. They remain for 1 hour, until they or the ettercap dies, or until the ettercap dismisses them as an action.

Web (Recharge 4–6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one Large or smaller creature. *Hit:* The creature is restrained by webbing. As an action, the restrained creature can make a DC 13 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage and immunity to bludgeoning, poison, and psychic damage.

Legendary Actions

The ettercap can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ettercap regains spent legendary actions at the start of its turn.

Crawl. The ettercap moves up to half its speed.
Attack. The ettercap attacks with its Claws.
Command. The ettercap uses Command Spider.
Cast a Spell (Costs 2 Actions). The ettercap uses Spellcasting.

Ettins

Bruiser

This ettin loves nothing else but to inflict pain on anything it perceives as weak. When faced with multiple foes, it can charge, spin, and swing its weapons around wildly, hoping to strike as many targets as it can.

Earth Shaman

Ettin shamans are very rare and harness the elemental power of the earth. Due to having two heads, they can maintain concentration on two spells at a time.

Ettin Bruiser

Large Giant, Typically Chaotic Evil

Armor Class 13 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	19 (+4)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages Giant, Orc
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When one of the ettin's heads is asleep, its other head is awake.

Actions

Multiattack. The ettin makes two attacks: one with its Battleaxe and one with its Morningstar.

Battleaxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage and the target has disadvantage on the next attack roll it makes before the start of the ettin's next turn.

Morningstar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage and the target has disadvantage on the next attack roll it makes before the start of the ettin's next turn.

Whirling Attack (Recharge 5–6). The ettin moves up to its walking speed and targets each creature within 5 feet of it during its movement. Each target must succeed on a DC 17 Dexterity saving throw with disadvantage on the saving throw roll or take 24 (4d8 + 6) slashing damage. Until the start of its next turn, all attacks against the ettin have advantage.

Ettin Earth Shaman

Large Giant, Typically Chaotic Evil

Armor Class 12 (natural armor)
Hit Points 171 (18d10 + 72)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	18 (+4)	6 (-2)	17 (+3)	10 (+0)

Skills Perception +11
Senses darkvision 60 ft., passive Perception 21
Languages Giant, Orc
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Two-Headed Battle Caster. The ettin can cast a spell in place of one of its melee weapon attacks. In addition, it can maintain concentration on up to two spells. If the ettin casts a third spell that requires concentration while already maintaining concentration on two other spells, one of the two previous spells ends (ettin's choice). If the ettin is required to make a Constitution saving throw to maintain concentration, it must make a separate saving throw for each spell.

Wakeful. When one of the ettin's heads is asleep, its other head is awake.

Actions

Multiattack. The ettin makes two melee attacks: one with its Battleaxe and one with its Morningstar, or it can make one melee weapon attack and use Spellcasting.

Battleaxe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Morningstar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Spellcasting. The ettin casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *druidcraft, produce flame* (2d8), *thorn whip* (2d6)
1/day each: *cloudkill, spike growth, meld into stone, stoneskin*

Rippling Earth (Recharges 5–6). The ettin causes the earth to suddenly move in a violent, cascading motion in a 30-foot line that is 10 feet wide. Each creature standing on the ground in that line must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 26 (4d12) bludgeoning damage, is pushed up to 10 feet, and is knocked prone. On a successful save, a creature takes half as much damage and isn't pushed or knocked prone. Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

Flameskulls

Eldritch

Sometimes evil spellcasters unknowingly create a flameskull from a dead warlock, mistaking it for a wizard. Instead of green flames, purplish flames erupt from the skull. Otherwise, it functions as a regular flameskull, except it uses warlock spells.

Greater Flameskull

Powerful evil spellcasters, such as archmages and liches, can fashion potent flameskulls from the corpses of high-level wizards. These greater flameskulls make very formidable guardians.

Flameskull, Eldritch

Tiny Undead, Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 82 (15d4 + 45)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	16 (+3)	10 (+0)	10 (+0)	17 (+3)

Skills Arcana +3, Perception +3
Damage Resistances lightning, necrotic, piercing
Damage Immunities cold, fire, poison
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 7 (2,900) **Proficiency Bonus** +3

Illumination. The flameskull sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

Magic Resistance. The flameskull has advantage on saving throws against spells and other magical effects.

Rejuvenation. If the flameskull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or *dispel magic* or *remove curse* spell is cast on them.

Dark One's Own Luck (Recharges after a Short or Long Rest). When the flameskull makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

Actions

Multiattack. The flameskull uses Fire Ray twice.

Fire Ray. *Ranged Spell Attack*: +6 to hit, range 30 ft., one target. *Hit:* 14 (4d6) fire damage.

Hellfire. Green flame explodes in a 10-foot-radius sphere centered on a point within 120 feet of the flameskull. Each creature in that area must make a DC 14 Dexterity saving throw, taking 16 (3d10) fire damage and 11 (2d10) necrotic damage on a failed save, or half as much damage on a successful one.

Spellcasting. The flameskull casts one of the following spells using Charisma as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *dancing lights*, *mage hand*, *minor illusion, prestidigitation*
1/day each: *banishment, mirror image, plane shift*

Reactions

Fiendish Rebuke (3/Day). In response to being damaged by a visible creature within 60 feet of it, the flameskull forces that creature to make a DC 15 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

Flameskull, Greater

Tiny Undead, Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 93 (17d4 + 51)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	16 (+3)	18 (+4)	10 (+0)	11 (+0)

Skills Arcana +8, Perception +4
Damage Resistances lightning, necrotic, piercing
Damage Immunities cold, fire, poison
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Common
Challenge 11 (7,200) **Proficiency Bonus** +4

Illumination. The flameskull sheds either dim light in a 15-foot radius, or bright light in a 15-foot radius and dim light for an additional 15 feet. It can switch between the options as an action.

Magic Resistance. The flameskull has advantage on saving throws against spells and other magical effects.

Rejuvenation. If the flameskull is destroyed, it regains all its hit points in 1 hour unless holy water is sprinkled on its remains or *dispel magic* or *remove curse* spell is cast on them.

Actions

Multiattack. The flameskull uses Fire Ray twice.

Fire Ray. *Ranged Spell Attack*: +8 to hit, range 60 ft., one target. *Hit:* 17 (5d6) fire damage.

Spellcasting. The flameskull casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

Cantrip (at will): *mage hand*
3/day each: *burning hands, ray of enfeeblement, fireball, wall of fire*
1/day each: *cloudkill, delayed blast fireball, disintegrate, telekinesis*

Fomorians

Berserker

These brutish and hulking fomorians serve as the shock troops of fomorian war parties. They charge into enemy groups recklessly, hacking wildly with their cleaving greatswords.

Shaman

Fomorian shamans are cold-hearted druids who harness the natural energies of the earth. In addition to their spells, they can magically extract the most painful memories of their foes and have them experience them all at once again, putting them in mental anguish.

Fomorian Berserker

Huge Giant, Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	22 (+6)	9 (-1)	14 (+2)	6 (-2)

Skills Perception +10, Stealth +4, Survival +6
Senses darkvision 120 ft., passive Perception 20
Languages Giant, Undercommon
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Reckless. At the start of its turn, the fomorian can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The fomorian attacks twice with its Greatsword or makes one Greatsword attack and uses Evil Eye once. It can use its Cleaving Swing in place of one of its Greatsword attacks, if available.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage.

Evil Eye. The fomorian magically forces a creature it can see within 60 feet of it to make a DC 16 Charisma saving throw. The creature takes 31 (7d8) psychic damage on a failed save, or half as much damage on a successful one.

Cleaving Swing (Recharge 5–6). The fomorian swings its Greatsword in a wide arc, and each creature within 15 feet of it must succeed on a DC 19 Dexterity saving throw. The target takes 28 (6d6 + 7) slashing damage on a failed save, or half as much damage on a successful one.

Curse of the Evil Eye (Recharges after a Short or Long Rest). With a stare, the fomorian uses Evil Eye, but on a failed save, the creature is also cursed with magical deformities. While deformed, the creature has its speed halved and has disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity.
The transformed creature can repeat the saving throw whenever it finishes a long rest, ending the effect on a success.

Fomorian Shaman

Huge Giant, Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	10 (+0)	18 (+4)	6 (-2)

Skills Perception +14, Stealth +5, Survival +9
Senses darkvision 120 ft., passive Perception 24
Languages Giant, Undercommon
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Actions

Multiattack. The fomorian attacks twice with its Shortsword or makes one Shortsword attack and uses Evil Eye once.

Shortsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) piercing damage.

Evil Eye. The fomorian magically forces a creature it can see within 60 feet of it to make a DC 18 Charisma saving throw. The creature takes 36 (8d8) psychic damage on a failed save, or half as much damage on a successful one.

Spellcasting. The fomorian casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 17, +9 to hit with spell attacks):

At will: *druidcraft, poison spray* (3d12), *mold earth, produce flame* (3d8)
2/day each: *erupting earth, healing word, polymorph, spike growth*
1/day each: *bones of the earth, contagion, cloudkill*

Curse of the Evil Eye (Recharges after a Short or Long Rest). With a stare, the fomorian uses Evil Eye, but on a failed save, the creature is also cursed with magical deformities. While deformed, the creature has its speed halved and has disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity.
The transformed creature can repeat the saving throw whenever it finishes a long rest, ending the effect on a success.

Painful Visions (Recharges after a Short or Long Rest). The fomorian targets each creature within 20 feet of it that it can see. Each target must succeed on a DC 17 Wisdom saving throw or take 36 (8d8) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Fungi

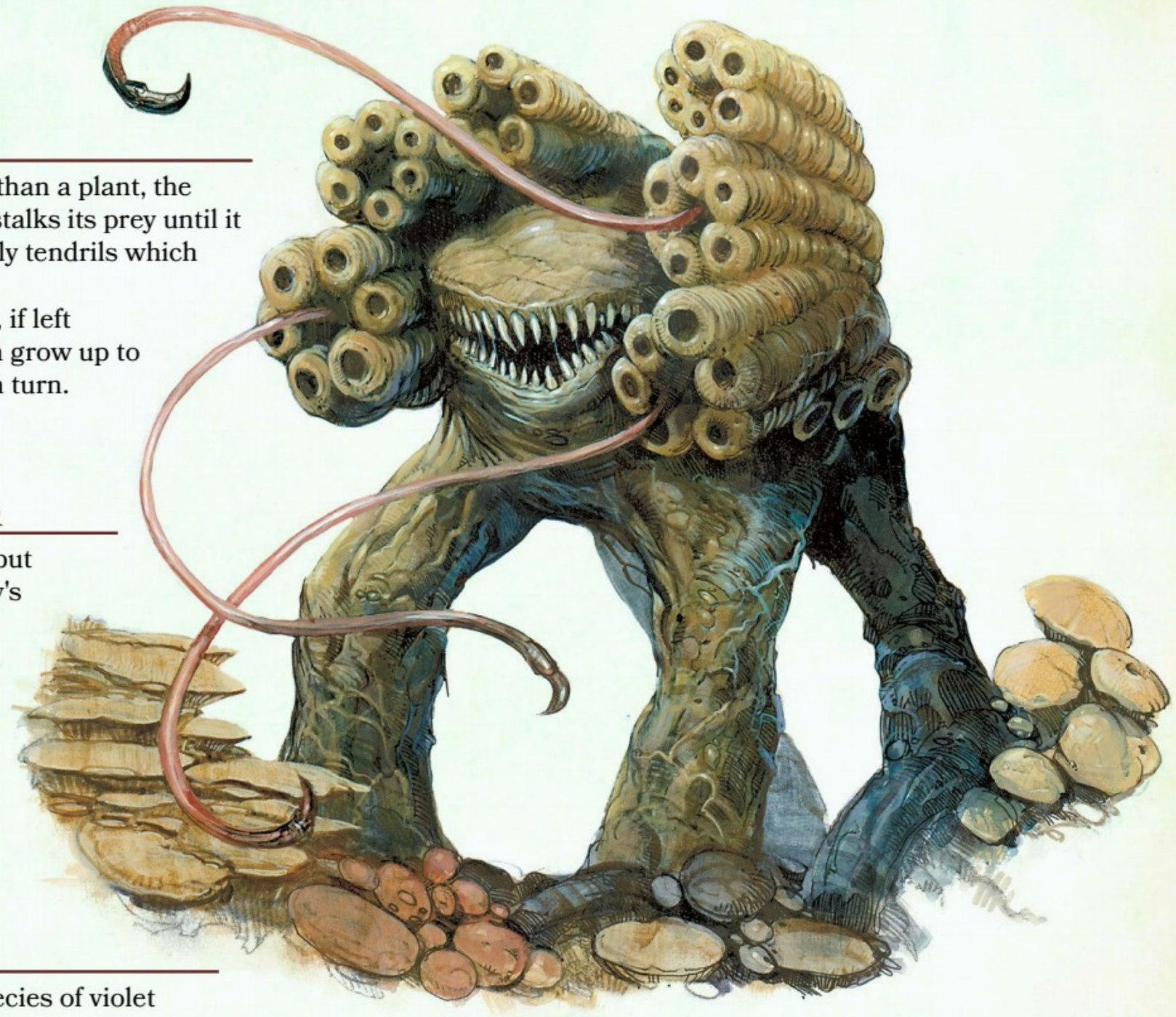
Phantom Fungus

Sharing more characteristics with an animal than a plant, the phantom fungus is an invisible predator that stalks its prey until it can get close enough to attack it with its deadly tendrils which drip with paralytic poison.

Giant Phantom Fungus. A phantom fungus, if left unchecked and with no natural predators, can grow up to 8 feet tall. It can attack with four tendrils each turn.

Zuggtmoy-Touched Shrieker

At first, these appear to be normal shriekers, but these fungi have been infected with Zuggtmoy's spores, making them effective delivery packages of the Demon Queen of Fungi's will. The shrieker attracts the attention of any creature that wanders into the range of its piercing screech, making itself a target. When destroyed, it explodes and releases the deadly spores onto its unwitting victims.



Giant Violet Fungus

Unlike their smaller versions, these larger species of violet fungus can always attack with four of its tendrils.

Phantom Fungus

Medium Plant, Unaligned

Armor Class 12 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	1 (-5)	10 (+0)	1 (-5)

Skills Perception +2, Stealth + 4
Condition Immunities blinded, deafened, frightened
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 12
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Invisibility. The phantom fungus is invisible until it dies.

Actions

Multiattack. The phantom fungus makes one Bite attack and two Tendril attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 9 (2d8) poison damage.

Tendril. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one creature. *Hit:* 3 (1d4 + 1) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the creature is paralyzed. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Phantom Fungus, Giant

Large Plant, Unaligned

Armor Class 13 (natural armor)
Hit Points 76 (8d10 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	1 (-5)	12 (+1)	1 (-5)

Skills Perception +4, Stealth + 6
Condition Immunities blinded, deafened, frightened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 12
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Invisibility. The phantom fungus is invisible until it dies.

Actions

Multiattack. The phantom fungus makes one Bite attack and four Tendril attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 9 (2d8) poison damage.

Tendril. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the creature is paralyzed. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Zuggtmoy-Touched Shrieker

Medium Plant, Unaligned

Armor Class 5
Hit Points 13 (3d8)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Condition Immunities blinded, deafened, frightened
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

False Appearance. If the shrieker is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the shrieker move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the shrieker is animate.

Actions

Death Burst. The shrieker explodes when it drops to 0 hit points. Each creature within 20 feet of it must succeed on a DC 15 Constitution saving throw or take 14 (4d6) poison damage and become infected with a disease on a failed save. Creatures immune to the poisoned condition are immune to this disease.

Spores invade an infected creature's system, killing the creature in a number of hours equal to 1d12 + the creature's Constitution score, unless the disease is removed. In half that time, the creature becomes poisoned for the rest of the duration. After the creature dies, it is reanimated as a spore servant if it's a type of creature that can be (see the "Myconids" entry in the Monster Manual).

Reactions

Shriek. When bright light or a creature is within 30 feet of the shrieker, it emits a shriek audible within 300 feet of it. The shrieker continues to shriek until the disturbance moves out of range and for 1d4 of the shrieker's turns afterward.

Violet Fungus, Giant

Large Plant, Unaligned

Armor Class 7 (natural armor)
Hit Points 60 (8d10 + 16)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	1 (-5)	14 (+2)	1 (-5)	3 (-4)	1 (-5)

Condition Immunities blinded, deafened, frightened
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

False Appearance. If the violet fungus is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the violet fungus move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the violet fungus is animate.

Actions

Multiattack. The fungus makes four Rotting Touch attacks.

Rotting Touch. *Melee Weapon Attack:* +4 to hit, reach 15 ft., one creature. *Hit:* 9 (2d8) necrotic damage. If the target is Medium or smaller, it is grappled (escape DC 8). Until this grapple ends, the violet fungus can automatically hit the target with its Rotting Touch attacks, and the violet fungus can't use one of its Rotting Touch attacks against other targets.

Violet Fungus, Monstrous

Huge Plant, Unaligned

Armor Class 9 (natural armor)
Hit Points 126 (12d12 + 48)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	1 (-5)	18 (+4)	1 (-5)	3 (-4)	1 (-5)

Condition Immunities blinded, deafened, frightened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 6
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

False Appearance. If the violet fungus is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the violet fungus move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the violet fungus is animate.

Actions

Multiattack. The fungus makes four Rotting Touch attacks.

Rotting Touch. *Melee Weapon Attack:* +7 to hit, reach 20 ft., one creature. *Hit:* 13 (3d8) necrotic damage. If the target is Large or smaller, it is grappled (escape DC 10). Until this grapple ends, the violet fungus can automatically hit the target with its Rotting Touch attacks, and the violet fungus can't use one of its Rotting Touch attacks against other targets.

Galeb Duhr

A few galeb duhr, as they age, can grow to immense sizes. A greater galeb duhr can reach a diameter of 10 feet.

Elder Galeb Duhr. These 15-foot diameter elementals resemble small hills and are the oldest and wisest of their race. They tend to slumber for decades, often blocking paths to cave entrances, awakening only if disturbed.

Galeb Duhr, Elder

Huge Elemental, Typically Neutral

Armor Class 18 (natural armor)
Hit Points 232 (15d12 + 135)
Speed 25 ft. (50 ft. when rolling, 100 ft. rolling downhill)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	28 (+9)	13 (+1)	14 (+2)	13 (+1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12
Languages Terran
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

False Appearance. If the galeb duhr is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the galeb duhr move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the galeb duhr is animate.

Rolling Charge. If the galeb duhr rolls at least 20 feet straight toward a target and then hits it with a Slam attack on the same turn, the target takes an extra 11 (2d10) bludgeoning damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be knocked prone.

Actions

Multiattack. The galeb duhr makes two Slam attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 20 (2d10 + 9) bludgeoning damage.

Animate Boulders (1/Day). The galeb duhr magically animates up to four boulders it can see within 60 feet of it. A boulder has statistics like those of a normal galeb duhr, except it has Intelligence 1 and Charisma 1, it can't be charmed or frightened, and it lacks this action option. A boulder remains animated as long as the galeb duhr maintains concentration, up to 1 minute (as if concentrating on a spell).

Galeb Duhr, Greater

Large Elemental, Typically Neutral

Armor Class 17 (natural armor)
Hit Points 150 (12d10 + 84)
Speed 20 ft. (40 ft. when rolling, 80 ft. rolling downhill)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	24 (+7)	12 (+1)	13 (+1)	12 (+1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11
Languages Terran
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

False Appearance. If the galeb duhr is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the galeb duhr move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the galeb duhr is animate.

Rolling Charge. If the galeb duhr rolls at least 20 feet straight toward a target and then hits it with a Slam attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Actions

Multiattack. The galeb duhr makes two Slam attacks.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Animate Boulders (1/Day). The galeb duhr magically animates up to three boulders it can see within 60 feet of it. A boulder has statistics like those of a normal galeb duhr, except it has Intelligence 1 and Charisma 1, it can't be charmed or frightened, and it lacks this action option. A boulder remains animated as long as the galeb duhr maintains concentration, up to 1 minute (as if concentrating on a spell).

Gargoyle, Margoyle

A margoyle is an abhorrent species of gargoyle that is stronger and more savage in combat.

Ambush Hunters. Margoyles wait on their perches until their unsuspecting prey has passed providing an opportunity for a surprise attack from above. They then launch themselves and dive toward their prey headfirst, attempting to impale their target with their horns. The margoyles then finish off those rare few who manage to survive the initial assault with their rending claws and sharp teeth.

Greater Margoyle. Worse than a margoyle is its larger cousin, the greater margoyle. The 8-foot-tall demon-like creature has a wingspan of 20 feet, with claws and feet that end in 6-inch iron talons. It can knock its prey down with its powerful dive attack and can impale victims with its spear-like tail.

Margoyle

Medium Elemental, Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 85 (10d8 + 40)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	18 (+4)	8 (-1)	13 (+1)	9 (-1)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Damage Immunities poison
Condition Immunities exhaustion, petrified, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Terran
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Dive Attack. If the margoyle is flying and dives at least 30 feet straight toward a target and then hits it with a Gore attack, the attack deals an extra 3 (1d6) damage to the target. If the target is a Medium or smaller creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

False Appearance. If the margoyle is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the margoyle move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the margoyle is animate.

Actions

Multiattack. The margoyle makes one Bite attack and two Claw attacks. It can replace its Bite attack with a Gore attack.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Margoyle, Greater

Large Elemental, Typically Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 138 (12d10 + 72)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	22 (+6)	10 (+0)	15 (+2)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Damage Immunities poison
Condition Immunities exhaustion, petrified, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages Terran
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Dive Attack. If the margoyle is flying and dives at least 30 feet straight toward a target and then hits it with a Gore attack, the attack deals an extra 4 (1d8) damage to the target. If the target is a Large or smaller creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

False Appearance. If the margoyle is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the margoyle move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the margoyle is animate.

Actions

Multiattack. The margoyle makes four attacks: one with its Bite, two with its Claw, and one with its Tail. It can replace its Bite attack with a Gore attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Genies, Noble

Dao Great Khan

The Great Khan is the undisputed ruler of the dao. It lives in a massive gem-encrusted stone palace within the Great Dismal Cave, a region carved and built entirely from slave labor. As one of the true primary genies, it can even grant a wish. However, it loathes to do so and almost never does.

Dao Overlord

The overlord is a cruel and merciless tyrant in charge of managing the khan's slave encampments throughout the Great Dismal Cave. It likes to use its Scouring Instruction feature to motivate its underlings and its chain whip to torment its foes.

Djinni Grand Caliph

The Grand Caliph rules over all djinn from his palace in the djinni capital known as the Citadel of Ice and Steel in the Elemental Plane of Air. The Grand Caliph's word is law, and to disobey his order can be punishable by death. As a true primary genie, he can grant a wish, and he does so to those he deems deserving.

Dao Overlord

Dao Great Khan

Huge Elemental, Typically Neutral Evil

Armor Class 19 (natural armor)
Hit Points 294 (19d12 + 171)
Speed 40 ft., burrow 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	28 (+9)	14 (+2)	15 (+2)	16 (+3)

Saving Throws Con +16, Int +9, Wis +9, Cha +10
Skills Athletics +15, Deception +10, Intimidation +10, Perception +9
Condition Immunities petrified
Senses darkvision 120 ft., passive Perception 19
Languages Terran
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Earth Glide. The dao can burrow through nonmagical, unworked earth and stone. While doing so, the dao doesn't disturb the material it moves through.

Elemental Demise. If the dao dies, its body disintegrates into crystalline powder, leaving behind only equipment the dao was wearing or carrying.

Legendary Resistance (3/Day). If the dao fails a saving throw, it can choose to succeed instead.

Magic Resistance. The dao has advantage on saving throws against spells and other magical effects.

Greater Spell Penetration. When the dao casts a spell and is interrupted by an enemy's *counterspell*, treat the spell's level as 5 levels higher.

Surefooted. The dao has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Multiattack. The dao makes two Fist attacks or two Maul attacks.

Fist. *Melee Weapon Attack*: +15 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage.

Maul. *Melee Weapon Attack*: +15 to hit, reach 10 ft., one target. *Hit:* 29 (6d6 + 8) bludgeoning damage. If the target is a creature, it must succeed on a DC 23 Strength saving throw or be knocked prone. A creature that fails the save by 5 or more is also stunned until the end of its next turn.

Spellcasting. The dao casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *detect evil and good, detect magic, move earth, passwall, stone shape, tongues*
3/day each: *conjure elemental* (earth elemental only, as an action), *dispel magic, gaseous form, invisibility, phantasmal killer, plane shift, wall of stone*
1/day each: *earthquake, flesh to stone*

Teleport. The dao magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Grant Wish (3/Year). The dao grants a *wish* spell to a creature that isn't a genie. In order to work, the dao must be willing to grant the *wish*. Unless carefully and properly worded, the dao will pervert the *wish's* intent into a literal but undesirable or partial fulfillment. The dao can't grant a *wish* purposely to serve its own needs.

Legendary Actions

The dao can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dao regains spent legendary actions at the start of its turn.

Maul. The dao makes a Maul attack.
Teleport. The dao uses Teleport.
Cast a Spell (Costs 2 Actions). The dao uses Spellcasting.
Conjure Boulders (Costs 3 Actions). The dao creates up to three boulders and magically hurl them at targets within 120 feet. The dao makes a ranged spell attack (+10 to hit) for each boulder. On a hit, the target takes 25 (4d10 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Dao Overlord

Large Elemental, Typically Neutral Evil

Armor Class 18 (natural armor)
Hit Points 243 (18d10 + 144)
Speed 30 ft., burrow 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	26 (+8)	12 (+1)	13 (+1)	16 (+3)

Saving Throws Int +6, Wis +6, Cha +8
Condition Immunities petrified
Senses darkvision 120 ft., passive Perception 11
Languages Terran
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Earth Glide. The dao can burrow through nonmagical, unworked earth and stone. While doing so, the dao doesn't disturb the material it moves through.

Elemental Demise. If the dao dies, its body disintegrates into crystalline powder, leaving behind only equipment the dao was wearing or carrying.

Spellcasting. The dao casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *detect evil and good, detect magic, move earth, passwall, stone shape, tongues*
2/day each: *conjure elemental* (earth elemental only, as an action), *dispel magic, gaseous form, invisibility, phantasmal killer, plane shift, wall of stone*
1/day: *flesh to stone*

Surefooted. The dao has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Multiattack. The dao makes two attacks: one with its Maul and one with its Chain Whip.

Maul. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone. A creature that fails the save by 5 or more is also stunned until the end of its next turn.

Chain Whip. *Melee Weapon Attack*: +12 to hit, reach 15 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage plus 10 (3d6) psychic damage. The target is grappled (escape DC 20) if the dao isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 10 (3d6) psychic damage at the start of each of its turns, and the dao can't attack another creature with its Chain Whip.

Reactions

Scouring Instruction. When an ally that the dao can see makes a d20 roll, the dao can roll a 1d6 and the ally can add the number rolled to the d20 roll by taking 3 (1d6) psychic damage. A creature immune to psychic damage can't be affected by Scouring Instruction.

Djinni Grand Caliph

Huge Elemental, Typically Chaotic Good

Armor Class 18 (natural armor)
Hit Points 261 (18d12 + 144)
Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	26 (+8)	17 (+3)	18 (+4)	22 (+6)

Saving Throws Dex +9, Con +15, Wis +11, Cha +13
Skills Deception +13, Insight +11, Perception +11, Persuasion +13
Damage Immunities lightning, thunder
Senses darkvision 120 ft., passive Perception 21
Languages Auran
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Elemental Demise. If the djinni dies, its body disintegrates into a warm breeze, leaving behind only equipment the djinni was wearing or carrying.

Legendary Resistance (3/Day). If the djinni fails a saving throw, it can choose to succeed instead.

Magic Resistance. The djinni has advantage on saving throws against spells and other magical effects.

Greater Spell Penetration. When the djinni casts a spell and is interrupted by an enemy's *counterspell*, treat the spell's level as 5 levels higher.

Actions

Multiattack. The djinni makes three Mace attacks.

Mace. *Melee Weapon Attack*: +14 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage plus 7 (2d6) lightning or thunder damage (djinni's choice) and the target can't take reactions until the end of the djinni's next turn.

Create Whirlwind. A 10-foot-radius, 60-foot-tall cylinder of swirling air magically forms on a point the djinni can see within 120 feet of it. The whirlwind lasts as long as the djinni maintains concentration (as if concentrating on a spell). Any creature but the djinni that enters the whirlwind must succeed on a DC 23 Strength saving throw or be restrained by it. The djinni can move the whirlwind up to 60 feet as an action, and creatures restrained by the whirlwind move with it. The whirlwind ends if the djinni loses sight of it.

A creature can use its action to free a creature restrained by the whirlwind, including itself, by succeeding on a DC 23 Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind.

Spellcasting. The djinni casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 21):

At will: *create food and water* (can create wine instead of water), *detect evil and good, detect magic, thunderwave, tongues, wind walk* (as an action)
3/day each: *conjure elemental* (air elemental only, as an action), *creation* (as an action), *dispel magic, gaseous form, invisibility, major image, plane shift*
1/day each: *chain lightning, storm of vengeance*

Teleport. The djinni magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Grant Wish (3/Year). The djinni grants a *wish* spell to a creature that isn't a genie. In order to work, the djinni must be willing to grant the *wish*. Unless carefully and properly worded, and if the djinni has good reason to, the djinni will pervert the *wish's* intent into a literal but undesirable or partial fulfillment. The djinni can't grant a *wish* purposely to serve its own needs.

Legendary Actions

The djinni can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The djinni regains spent legendary actions at the start of its turn.

Mace. The djinni makes a Mace attack.
Teleport. The djinni uses Teleport.
Cast a Spell (Costs 2 Actions). The djinni uses Spellcasting.
Tornado Form (Costs 3 Actions). The djinni magically transforms into a violent, twisting tornado and moves up to half its flying speed in a straight line and targets each creature its space it enters without provoking opportunity attacks. Each target must succeed on a DC 23 Strength saving throw. On a failure, the target takes 18 (4d8) bludgeoning damage, 9 (2d8) lightning damage, and 9 (2d8) thunder damage and is flung up 30 feet away from the djinni in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 23 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the damage and isn't flung away or knocked prone. The djinni reverts to its true form at the start of the next turn.

Djinni Wind Warden

Large Elemental, Typically Chaotic Good

Armor Class 20 (natural armor)
Hit Points 207 (18d10 + 108)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	20 (+5)	22 (+6)	15 (+2)	18 (+4)	20 (+5)

Saving Throws Dex +10, Wis +9, Cha +10
Damage Immunities lightning, thunder
Senses darkvision 120 ft., passive Perception 14
Languages Auran
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Elemental Demise. If the djinni dies, its body disintegrates into a warm breeze, leaving behind only equipment the djinni was wearing or carrying.

Actions

Multiattack. The djinni makes three Scimitar attacks or three Longbow attacks. The djinni can replace one of those attacks with Spirit Away.

Scimitar. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 3 (1d6) lightning or thunder damage (djinni's choice).

Longbow. *Ranged Weapon Attack:* +10 to hit, range 120/600 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 3 (1d6) thunder damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be pushed 5 feet and knocked prone.

Create Whirlwind. A 5-foot-radius, 30-foot-tall cylinder of swirling air magically forms on a point the djinni can see within 120 feet of it. The whirlwind lasts as long as the djinni maintains concentration (as if concentrating on a spell). Any creature but the djinni that enters the whirlwind must succeed on a DC 19 Strength saving throw or be restrained by it. The djinni can move the whirlwind up to 60 feet as an action, and creatures restrained by the whirlwind move with it. The whirlwind ends if the djinni loses sight of it.

A creature can use its action to free a creature restrained by the whirlwind, including itself, by succeeding on a DC 19 Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind.

Spellcasting. The djinni casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *create food and water* (can create wine instead of water), *detect evil and good, detect magic, thunderwave, tongues, wind walk*
2/day each: *conjure elemental* (air elemental only, as an action), *creation* (as an action), *dispel magic, gaseous form, invisibility, major image, plane shift*
1/day: *chain lightning*

Spirit Away. The djinni targets a nonhostile creature within 60 feet of it. Until the end of the turn, the target gains a flying speed of 40 feet and can use its reaction to move up to its flying speed without provoking opportunity attacks.

Reactions

Intercept Attack. In response to another creature within 5 feet of it being hit by an attack roll, the djinni gives that creature a +5 bonus to its AC against that attack, potentially causing a miss. To use this ability, the djinni must be able to see the creature and the attacker.

Djinni Wind Warden

Wind wardens are guardians and protectors of the djinni and their holdings. They are often found in temples and in the Citadel of Ice and Steel where they serve as personal bodyguards of the Great Caliph. Sometimes, they are sent on missions to the Material Plane to retrieve an item or to exact justice, which may lead them to ask help from, or bring them into conflict, with adventurers.

Efreeti Sultan

All efreet are led by the powerful and terrifying Sultan, who seldom leaves his ruby and diamond palace in the City of Brass, the efreeti capital in the Elemental Plane of Fire. He spends most of his time scheming and planning with the noble efreeti on how to conquer and expand the sultanate.

As a true primary genie, he is able to bestow wishes. He almost never does though.

Efreeti Sultan

Huge Elemental, Typically Lawful Evil

Armor Class 18 (natural armor)
Hit Points 310 (20d12 + 180)
Speed 50 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	28 (+9)	18 (+4)	17 (+3)	18 (+4)

Saving Throws Con +16, Int +11, Wis +10, Cha +11
Skills Arcana +11, Deception +11, Intimidation +11, Perception +10
Damage Immunities fire
Senses darkvision 120 ft., passive Perception 20
Languages Ignan
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Elemental Demise. If the efreeti dies, its body disintegrates into a flash of fire and puff of smoke, leaving behind only equipment the efreeti was wearing or carrying.

Legendary Resistance (3/Day). If the efreeti fails a saving throw, it can choose to succeed instead.

Magic Resistance. The efreeti has advantage on saving throws against spells and other magical effects.

Greater Spell Penetration. When the efreeti casts a spell and is interrupted by an enemy's *counterspell*, treat the spell's level as 5 levels higher.

Actions

Multiattack. The efreeti makes two Scimitar attacks or uses its Hurl Flame twice.

Scimitar. *Melee Weapon Attack*: +15 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage plus 10 (3d6) fire damage.

Hurl Flame. *Ranged Spell Attack:* +11 to hit, range 120 ft., one target. *Hit:* 21 (6d6) fire damage.

Spellcasting. The efreeti casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 19):

At will: *detect magic*, *enlarge/reduce, tongues*
3/day each: *conjure elemental* (fire elemental only, as an action), *dispel magic, gaseous form, invisibility, major image, plane shift, wall of fire*
1/day each: *fire storm, incendiary cloud*

Teleport. The efreeti magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Hellfire Gaze (Recharge 6). The efreeti's eyes projects intense fiery energy in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 30 (4d6 + 16) fire damage on a failed save, or half as much on a successful one. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine ash and slag. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

Grant Wish (3/Year). The efreeti grants a *wish* spell to a creature that isn't a genie. In order to work, the efreeti must be willing to grant the *wish*. Unless carefully and properly worded, the efreeti will pervert the *wish's* intent into a literal but undesirable or partial fulfillment. The efreeti can't grant a *wish* purposely to serve its own needs.

Legendary Actions

The efreeti can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The efreeti regains spent legendary actions at the start of its turn.

Scimitar. The efreeti makes a Scimitar attack.
Teleport. The efreeti uses Teleport.
Cast a Spell (Costs 2 Actions). The efreeti uses Spellcasting.
Conflagrate (Costs 3 Actions). The efreeti targets up to three creatures it can see within 30 feet of it. Each target that is not immune to fire must succeed on a DC 19 Wisdom saving throw. On a failed save, a creature becomes frightened, takes 14 (4d6) fire damage, and catches fire, taking 10 (3d6) fire damage at the end of each of its turns. The creature remains frightened until the fire is extinguished. An affected creature or another creature within 5 feet of it can take an action to extinguish the fire. On a successful save, the creature is not frightened, takes half as much damage and doesn't catch fire.

Efreeti Cinderlord

The cinderlords are the efreet's elite warriors and often serve as commanders of the efreet during times of war. Their potent flaming blades can make creatures they hit become even more vulnerable to fire.

Marid Tidesinger

The most accomplished spellcasters of the marid, the tidesingers can conjure devastating waterspouts underneath their foes.

Marid Padisha

Found in the heart of the marid seat of power known as the Citadel of Ten Thousand Pearls in the elemental Plane of Water is the Great Padisha of the Marid. He can grant wishes if he likes, but only if he thinks he can twist the wish's intent.

Efreeti Cinderlord

Large Elemental, Typically Lawful Evil

Armor Class 17 (natural armor)
Hit Points 256 (19d10 + 152)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	26 (+8)	16 (+3)	16 (+3)	16 (+3)

Saving Throws Int +8, Wis +8, Cha +8
Damage Immunities fire
Senses darkvision 120 ft., passive Perception 13
Languages Ignan
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Elemental Demise. If the efreeti dies, its body disintegrates into a flash of fire and puff of smoke, leaving behind only equipment the efreeti was wearing or carrying.

Actions

Multiattack. The efreeti makes two Scimitar attacks or uses its Hurl Flame twice.

Scimitar. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus 7 (2d6) fire damage and if the target is not immune to fire, it gains vulnerability to fire damage until the end of the efreeti's next turn.

Hurl Flame. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 17 (5d6) fire damage.

Spellcasting. The efreeti casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *detect magic*, *enlarge/reduce*, *tongues*
2/day each: *conjure elemental* (fire elemental only, as an action), *dispel magic*, *gaseous form*, *invisibility*, *major image*, *plane shift*, *wall of fire*
1/day: *fire storm*

Arcing Fireblade (Recharge 5–6). The efreeti swings its scimitar in a full arc, and every creature within 10 feet of it must succeed on a DC 20 Dexterity saving throw. On a failed save, a creature takes 14 (2d6 + 7) slashing damage plus 7 (2d6) fire damage and if the target is not immune to fire, it gains vulnerability to fire damage until the end of the efreeti's next turn. On a successful save, the creature takes half as much damage and doesn't gain vulnerability to fire damage.

Reactions

Fiery Shield. The efreeti adds 5 to its AC against one melee attack that would hit it. To do so, the efreeti must see the attacker and be wielding a melee weapon. If the attack misses as a result of this, the attacker takes 7 (2d6) fire damage.

Marid Tidesinger

Large Elemental, Typically Chaotic Neutral

Armor Class 18 (natural armor)
Hit Points 270 (20d10 + 160)
Speed 30 ft., fly 60 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	28 (+8)	18 (+4)	18 (+4)	18 (+4)

Saving Throws Dex +6, Wis +9, Cha +9
Damage Resistances acid, cold, lightning
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14
Languages Aquan
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Elemental Demise. If the marid dies, its body disintegrates into a burst of water and foam, leaving behind only equipment the marid was wearing or carrying.

Actions

Multiattack. The marid makes two Trident attacks.

Trident. *Melee Weapon Attack*: +12 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage, or 16 (2d8 + 7) piercing damage if used with two hands to make a melee attack.

Water Jet. The marid magically shoots water in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw. On a failure, the target takes 21 (6d6) bludgeoning damage and, if it is Huge or smaller, is pushed up to 20 feet away from the marid and knocked prone. On a success, the target takes half the bludgeoning damage, but is neither pushed nor knocked prone.

Spellcasting. The marid casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

At will: *create food and water*, *detect evil and good*, *detect magic*, *fog cloud*, *purify food and drink*, *tongues*, *water breathing*, *water walk*
2/day each: *conjure elemental* (water elemental only, as an action), *control water*, *dispel magic*, *gaseous form*, *invisibility*, *plane shift*
1/day each: *wall of ice*

Water Spouts (Recharge 5–6). The marid targets up to four creatures it can see within 30 feet of it and magically creates powerful water spouts beneath them. Each target must succeed on a DC 17 Dexterity saving throw. On a failed save, a creature takes 21 (6d6) bludgeoning damage, and if it is Large or smaller, is flung upward up to 30 feet. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. At the end of the turn, the water spouts end and the affected creatures fall back down (taking falling damage) and are knocked prone. On a successful save, the creature takes half as much damage and is not flung upward.

Marid Padisha

Huge Elemental, Typically Chaotic Neutral

Armor Class 18 (natural armor)
Hit Points 346 (21d12 + 210)
Speed 40 ft., fly 60 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	30 (+10)	20 (+5)	19 (+4)	20 (+5)

Saving Throws Dex +8, Con +17, Wis +11, Cha +12
Skills Deception +12, Perception +11, Performance +12, Persuasion +12
Damage Resistances acid, cold, lightning
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 21
Languages Aquan
Challenge 21 (33,000 XP) **Proficiency Bonus** +7

Elemental Demise. If the marid dies, its body disintegrates into a burst of water and foam, leaving behind only equipment the marid was wearing or carrying.

Legendary Resistance (3/Day). If the marid fails a saving throw, it can choose to succeed instead.

Magic Resistance. The marid has advantage on saving throws against spells and other magical effects.

Greater Spell Penetration. When the marid casts a spell and is interrupted by an enemy's *counterspell*, treat the spell's level as 5 levels higher.

Actions

Multiattack. The marid makes two Trident attacks.

Trident. *Melee Weapon Attack*: +15 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 18 (3d6 + 8) piercing damage, or 21 (3d8 + 8) piercing damage if used with two hands to make a melee attack.

Water Jet. The marid magically shoots water in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw. On a failure, the target takes 28 (8d6) bludgeoning damage and, if it is Huge or smaller, is pushed up to 30 feet away from the marid and knocked prone. On a success, the target takes half the bludgeoning damage, but is neither pushed nor knocked prone.

Spellcasting. The marid casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 20):

At will: *create food and water*, *detect evil and good, detect magic, fog cloud, purify food and drink, tongues, water breathing, water walk*
3/day each: *conjure elemental* (water elemental only, as an action), *control water, dispel magic, gaseous form, invisibility, plane shift*
1/day each: *tsunami* (as an action), *wall of ice*

Teleport. The marid magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Grant Wish (3/Year). The marid grants a *wish* spell to a creature that isn't a genie. In order to work, the marid must be willing to grant the *wish*. Unless carefully and properly worded, the marid will pervert the *wish's* intent into a literal but undesirable or partial fulfillment. The marid can't grant a *wish* purposely to serve its own needs.

Legendary Actions

The marid can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The marid regains spent legendary actions at the start of its turn.

Teleport. The marid uses Teleport.
Trident. The marid makes a Trident attack.
Cast a Spell (Costs 2 Actions). The marid uses Spellcasting.
Surging Waves (Costs 3 Actions). The marid magically unleashes a violent wave of water that gushes forth from it in all directions. Each creature within 30 feet of the marid must succeed on a DC 20 Strength saving throw, taking 31 (9d6) bludgeoning damage and if the target is Huge or smaller, is pushed up to 15 feet and knocked prone on a failed save, or half as much damage and isn't pushed and knocked prone on a successful one.

Ghosts

Unusual Nature. The ghost doesn't require air, food, drink, or sleep.

Ghost Knight

When a knight has fallen before it was able to fulfill its lifelong quest or was cursed after performing an evil deed, it may rise as a ghost. Unfortunately, these poor souls often either become insane or lose memories of their past life after they transition to undeath.

Ghost Spellcasters

When an ambitious necromancer or warlock dies after attempting the ritual of lichdom, it may sometimes rise as a ghost. Driven by hate and anger, it becomes insane, blaming everyone else but itself for its failure.

Ghost Knight

Medium Undead, Any Alignment

Armor Class 11
Hit Points 66 (12d8+12)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	12 (+1)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 11
Languages any languages it knew in life
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Multiattack. The ghost makes two Withering Blade attacks.

Withering Blade. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (2d6) slashing damage plus 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-Undead creature within 60 feet of the ghost that can see it must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession. One humanoid that the ghost can see within 5 feet of it must succeed on a DC 14 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn Undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the dispel evil and good spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Reactions

Parry. The ghost adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

Ghost Necromancer

Medium Undead, Any Alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 49 (11d8)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 11
Languages any languages it knew in life
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Withering Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 17 (4d6 + 3) necrotic damage.

Necrotic Bolt. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 15 (3d8 + 2) necrotic damage, and the target can't regain hit points until the start of the ghost's next turn.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-Undead creature within 60 feet of the ghost that can see it must succeed on a DC 14 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession. One humanoid that the ghost can see within 5 feet of it must succeed on a DC 14 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body (see complete details in *Ghost Knight, MME, p. 113*).

Spellcasting. The ghost casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *dancing lights, mage hand, prestidigitation*
2/day each: *blindness/deafness, mage armor, vampiric touch*
1/day each: *animate dead* (as an action), *circle of death, Evard's black tentacles, ice storm*

Ghost Warlock

Medium Undead, Any Alignment

Armor Class 12 (15 with *mage armor*)
Hit Points 110 (17d8+34)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	15 (+2)	12 (+1)	12 (+1)	18 (+4)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities cold, necrotic, poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 11
Languages any languages it knew in life
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Whispering Aura. At the start of each of the ghost's turns, each creature of its choice within 5 feet of it must succeed on a DC 15 Wisdom saving throw or take 14 (4d6) psychic damage, provided that the ghost isn't incapacitated.

Actions

Withering Touch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 18 (4d6 + 4) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-Undead creature within 60 feet of the ghost that can see it must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 x 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Howling Void. The ghost opens a momentary extraplanar rift within 60 feet of it. The rift is a scream-filled, 20-foot cube. Each creature in that area must make a DC 15 Wisdom saving throw. On a failed save, a creature takes 13 (3d8) psychic damage and is frightened of the ghost until the end of the ghost's next turn. On a successful save, a creature takes half as much damage and isn't frightened.

Possession. One humanoid that the ghost can see within 5 feet of it must succeed on a DC 15 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body (see complete details in *Ghost Knight, MME, p. 113*).

Spellcasting. The ghost casts one of the following spells using Charisma as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *detect magic, mage armor* (self only), *mage hand, minor illusion, prestidigitation*
1/day each: *arcane gate, detect thoughts, feeblemind*

Ghouls

Adept of Orcus

Adepts of Orcus were priests who worshipped Orcus and were rewarded with the gift of unlife when they sacrificed themselves to their god. They still serve as priests, but now with an eternal hunger for flesh.

Agarat

When a bard, after its untimely demise, rises as a ghoul or a ghast, it can sometimes evolve into an agarat. This horrid form of ghoul can unleash a horrific scream that can leave living creatures who hear weakened and drained.

Adept of Orcus

Adept of Orcus

Medium Undead, Typically Chaotic Evil

Armor Class 12
Hit Points 49 (9d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	11 (+0)	16 (+3)	10 (+0)

Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 3 (700) **Proficiency Bonus** +2

Turning Defiance. The adept of Orcus and any ghouls within 30 feet of it have advantage on saving throws against effects that turn Undead.

Actions

Multiattack. The adept of Orcus makes three melee attacks, each one with a different weapon. Alternatively, it can use Necrotic Bolt twice.

Bite. *Melee Weapon Attack*: +4 to hit, range 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

Claw. *Melee Weapon Attack*: +4 to hit, range 5 ft., one creature. *Hit:* 4 (1d4 + 2) slashing damage. If the target is a creature other than an Undead, it must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Cleaver. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Necrotic Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 16 (3d8 + 3) necrotic damage, and the target can't regain hit points until the start of the adept of Orcus's next turn.

Spellcasting. The adept of Orcus casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *mending, resistance, thaumaturgy*
2/day each: *command, ray of enfeeblement*
1/day each: *bestow curse, vampiric touch*

Agarat

Medium Undead, Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 4 (1,100) **Proficiency Bonus** +2

Turning Defiance. The agarat and any ghouls within 30 feet of it have advantage on saving throws against effects that turn Undead.

Actions

Multiattack. The agarat makes two attacks: one with its Bite and one with its Claws.

Bite. *Melee Weapon Attack*: +5 to hit, range 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack*: +5 to hit, range 5 ft., one creature. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an Undead, it must succeed on a DC 11 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Horrid Scream (Recharge 5–6). The agarat can emit a bloodcurdling, supernatural scream. Each creature within 30 feet that can hear it takes 7 (2d6) necrotic damage and must succeed on a DC 11 Constitution saving throw. On a failed save, a creature will have its hit point maximum reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. Constructs and Undead are immune to this effect.

Abomination

A ghoul abomination is a monstrous ghoul with a huge gut, large flabby limbs, and an enormous maw filled with rotted, jagged teeth. It is believed that this creature was once a large, gluttonous humanoid that preyed on its own kind. After its death, it was cursed and rose as an undead creature that had an insatiable hunger for humanoid flesh.

Lacedon

Lacedons were once amphibious humanoids such as merfolk, kuo-toa, or sahuagin that rose as ghoul-like undead after their mortal lives ended. They are somewhat weaker than ghouls, but are still dangerous since they can still paralyze living targets.

Ghoul Abomination

Large Undead, Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 144 (17d10 + 51)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	16 (+3)	5 (-3)	10 (+0)	6 (-2)

Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 7 (2,900) **Proficiency Bonus** +3

Stench. Any creature that starts its turn within 10 feet of the ghoul must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghoul's Stench for 24 hours.

Actions

Multiattack. The ghoul makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +8 to hit, range 5 ft., one creature. *Hit:* 18 (3d8 + 5) piercing damage.

Claw. *Melee Weapon Attack*: +8 to hit, range 5 ft., one creature. *Hit:* 13 (2d8 + 4) slashing damage. If the target is a creature other than an Undead, it must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Lacedon

Medium Undead, Typically Chaotic Evil

Armor Class 11
Hit Points 13 (3d8)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	13 (+1)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Resistances necrotic
Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Common
Challenge 1/2 (100) **Proficiency Bonus** +2

Actions

Multiattack. The lacedon makes two attacks: one with its Bite and one with its Claws.

Bite. *Melee Weapon Attack*: +3 to hit, range 5 ft., one creature. *Hit:* 8 (2d6 + 1) piercing damage.

Claws. *Melee Weapon Attack*: +3 to hit, range 5 ft., one creature. *Hit:* 6 (2d4 + 1) slashing damage. If the target is a creature other than an Undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Giants

Cloud Giant Count

In the Ordning, the count or countess is the highest-ranking cloud giant of its kind. The count is also often the most clever, powerful, and ruthless. Always scheming, every action or inaction the count makes is calculated, to ensure that it furthers its goals.

In battle, the count rarely fights in the open. It instead prefers to direct its underlings where they will be most effective. If needed, the cloud giant count will use its potent illusions and enchantments to gain the upper hand.

Cloud Giant Sorcerer

The cloud giant sorcerer can unleash forked lightning bolts to strike down its foes. It takes advantage of its metamagic abilities to enable it to also cast a spell while performing other actions during the same turn, making it a very dangerous foe.

Cloud Giant Count

Huge Giant, Typically Neutral Good (50%) or Neutral Evil (50%)

Armor Class 15 (natural armor)
Hit Points 297 (22d12 + 154)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	12 (+1)	24 (+7)	12 (+1)	17 (+3)	18 (+4)

Saving Throws Con +13, Int +7, Wis +9, Cha +10
Skills Insight +9, Perception +9
Senses passive Perception 19
Languages Common, Giant
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Keen Smell. The giant has advantage on Wisdom (Perception) checks that rely on smell.

Legendary Resistance (1/Day). If the giant fails a saving throw, it can choose to succeed instead.

Spell Penetration. When the giant casts a spell and is interrupted by an enemy's *counterspell*, treat the spell's level as 3 levels higher.

Superior Focus. The giant has advantage on saving throws it makes to maintain its concentration.

Actions

Multiattack. The giant makes two Morningstar attacks.

Morningstar. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 22 (3d8 + 9) piercing damage. The attack deals an extra 14 (4d6) damage if the giant has advantage on the attack roll.

Rock. *Ranged Weapon Attack:* +15 to hit, reach 60/240 ft., one target. *Hit:* 31 (4d10 + 9) bludgeoning damage.

Spellcasting. The giant casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *detect magic, fog cloud, light*
3/day each: *fly, telekinesis*
1/day each: *control weather (as an action), gaseous form*

Bonus Actions

Battle Command. The giant targets one ally it can see within 30 feet of it. If the target can see or hear the giant, the target can use its reaction to make one melee attack or to take the Dodge or Hide action.

Bewildering Mist (Recharge 6). The giant conjures a magical 20-foot diameter bluish-white mist centered on the giant that lasts for 1 minute. A creature hostile to the giant that starts its turn within the mist takes 10 (3d6) psychic damage and must make a DC 18 Charisma saving throw. On a failed save, the creature can't take reactions until the start of its next turn, and it rolls a d4 to determine what it does during its current turn:

1–2. The creature does nothing.
3. The creature does nothing except use all its movement to move in a random direction.
4. The creature either makes one melee attack against a random creature it can see or does nothing if no visible creature is within its reach.

Reactions

Featherfall (3/Day). The giant casts *feather fall* using Charisma as the spellcasting ability.

Misty Step (3/Day). The giant casts *misty step* using Charisma as the spellcasting ability.

Legendary Actions

The giant can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The giant regains spent legendary actions at the start of its turn.

Cunning Instruction. The giant targets one ally it can see within 30 feet of it. If the target can see or hear the giant, the target gains advantage on its next attack roll, ability check, or saving throw until the start of the giant's next turn.
Attack (Costs 2 Actions). The giant makes a Morningstar attack.
Cast a Spell (Costs 2 Actions). The giant uses Spellcasting.

Cloud Giant Sorcerer

Huge Giant, Typically Neutral Good (50%) or Neutral Evil (50%)

Armor Class 14 (natural armor)
Hit Points 237 (19d12 + 114)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Con +11, Wis +8, Cha +9
Skills Insight +8, Perception +8
Senses passive Perception 18
Languages Common, Giant
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Keen Smell. The giant has advantage on Wisdom (Perception) checks that rely on smell.

Sorcery Points. The giant has 13 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Heightened Spell: When it casts a spell that forces a creature to make a saving throw to resist the spell's effects, the giant can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell: When it casts a spell that has a casting time of 1 action, the giant can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Actions

Multiattack. The giant makes two Quarterstaff attacks.

Quarterstaff. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 8) bludgeoning damage, or 21 (3d8 + 8) bludgeoning damage if used with two hands, plus 4 (1d8) force damage.

Forked Lightning (Recharge 5–6). The giant unleashes arcs of magical lightning at up to three creatures it can see within 60 feet of itself. Each target must make a DC 17 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one.

Rock. *Ranged Weapon Attack:* +13 to hit, reach 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Spellcasting. The giant casts one of the following spells using Charisma as the spellcasting ability (spell save DC 17, +9 to hit with spell attacks):

At will: *detect magic, fire bolt* (4d10), *fog cloud, friends, light, mage hand, minor illusion*
3/day each: *fireball, fly, greater invisibility, mirror image, telekinesis*
1/day each: *cone of cold, control weather* (as an action), *dominate person, gaseous form, prismatic spray*

Reactions

Featherfall (3/Day). The giant casts *feather fall* using Charisma as the spellcasting ability.

Misty Step (3/Day). The giant casts *misty step* using Charisma as the spellcasting ability.

Fire Giant Captain

The fire giant captain is a veteran warrior that knows how to maneuver its troops in battle and expose enemy weaknesses. It is typically encountered leading a patrol squad or raiding party.

Fire Giant Duke

The fire giant duke (or duchess) is the highest-ranked fire giant in the Ordning. A cruel despot who rules with an iron hand, the fire giant duke is also a cunning battle tactician who is skilled in directing its allies on the battlefield. It is rarely without its bodyguards.

Fire Giant Captain

Huge Giant, Typically Lawful Evil

Armor Class 20 (plate, shield)
Hit Points 187 (15d12 + 90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (-1)	23 (+6)	10 (+0)	14 (+2)	14 (+2)

Saving Throws Dex +3, Con +10, Cha +6
Skills Athletics +12, Perception +6
Damage Immunities fire
Senses passive Perception 16
Languages Giant
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Distracting Strike (1/Turn). When the giant hits a creature with a weapon attack, the next attack roll against the target by an attacker other than the giant has advantage if the attack is made before the start of the giant's next turn.

Actions

Multiattack. The giant makes two Longsword attacks. It can use Maneuver Allies in place of one Longsword attack.

Longsword. *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage, or 24 (3d10 + 8) slashing damage if used with two hands.

Rock. *Ranged Weapon Attack:* +12 to hit, reach 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Maneuver Allies (Recharge 5–6). Up to four allies within 60 feet of the giant that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Reactions

Directed Strike (2/Day). When a creature the giant can see within 30 feet of it makes an attack roll, and the creature can hear the giant, the giant grants advantage to that roll.

Fire Giant Forgecaller

The fire giant forgecaller is both a master blacksmith and devout priest of Surtur. The giant is rarely found away from its forge, which it treats as both its temple and sanctum. The forgecaller tirelessly crafts weapons and armor for its brethren.

In combat, the forgecaller utilizes a variety of fire spells to deal with multiple foes as well as to set defenses. However, it prefers to use its superheated warhammer to crush and burn those it strikes. If surrounded by enemies, the forgecaller can unleash a fiery blast wave that incinerates those near it.

Fire Giant Duke

Huge Giant, Typically Lawful Evil

Armor Class 18 (plate)
Hit Points 212 (17d12 + 102)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	9 (-1)	23 (+6)	12 (+1)	15 (+2)	15 (+2)

Saving Throws Dex +4, Con +11, Cha +7
Skills Athletics +13, Perception +7
Damage Immunities fire
Senses passive Perception 17
Languages Giant
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Legendary Resistance (1/Day). If the giant fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The giant makes two melee attacks. It can use Battlefield Cunning in place of one of the melee attacks.

Greatsword. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 29 (6d6 + 8) slashing damage plus 7 (2d6) fire damage.

Rock. *Ranged Weapon Attack:* +13 to hit, reach 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Battlefield Cunning (Recharge 4–6). Up to two allies within 60 feet of the giant that can hear it can use their reactions to make one melee attack each.

Bonus Actions

Burning Smite (Recharge 5–6). The giant deals an extra 10 (3d6) fire damage when it hits a target with its Greatsword attack. If the target is a creature that is not immune to fire, it must succeed on a DC 21 Wisdom saving throw. On a failed save, a creature becomes frightened and catches fire, taking 10 (3d6) fire damage at the end of each of its turns. The creature remains frightened until the fire is extinguished. An affected creature or another creature within 5 feet of it can take an action to extinguish the fire. On a successful save, the creature isn't frightened and doesn't catch fire.

Legendary Actions

The giant can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The giant regains spent legendary actions at the start of its turn.

Move. The giant moves up to half its speed.
To Me. Up to three allies within 60 feet of the giant that can hear it can each use their reaction to move up to their speed to the nearest possible space to the giant.
Command (Costs 2 Actions). The giant targets one ally it can see within 30 feet of it. If the target can see and hear the giant, the target can use its reaction to make one weapon attack and gains advantage on the attack roll.
Greatsword (Costs 2 Actions). The giant makes a Greatsword attack.

Fire Giant Forgecaller

Huge Giant, Typically Lawful Evil

Armor Class 18 (plate)
Hit Points 200 (16d12 + 96)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	12 (+1)	17 (+3)	14 (+2)

Saving Throws Dex +4, Con +11, Cha +7
Skills Athletics +12, Perception +8
Damage Immunities fire
Senses passive Perception 18
Languages Giant
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Actions

Multiattack. The giant makes two Warhammer attacks. It can use Combust in place of one Warhammer attack.

Warhammer. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage, or 23 (3d10 + 7) bludgeoning damage if used with two hands to make a melee attack, plus 7 (2d6) fire damage.

Combust. The giants targets one creature it can see within 60 feet of it. The target makes a DC 16 Wisdom saving throw. On a failed save, the target takes 25 (5d8 + 3) fire damage and catches fire. Until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns. On a successful save, the target takes half as much damage and doesn't catch fire.

Wrath of Surtur (Recharge 5–6). Searing flames surge from the giant and incinerate those around it. Each creature within 20 feet of the giant that is not immune to fire must succeed on a DC 16 Dexterity saving throw. On a failed save, a creature takes 42 (12d6) fire damage and gains vulnerability to fire until the end of the giant's next turn, or half as much damage and does not gain vulnerability to fire on a successful one.

Spellcasting. The giant casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *produce flame* (3d8), *mending, thaumaturgy*
2/day each: *glyph of warding* (as an action), *heat metal, wall of fire*
1/day each: *flame strike, hold monster, investiture of flame*

Bonus Actions

Surtur's Gift. The giant targets one ally it can see within 30 feet of it. Until the start of the giant's next turn, it deals an extra 7 (2d6) fire damage with its weapon attacks.

Frost Giant Jarl

Huge Giant, Typically Chaotic Evil

Armor Class 15 (patchwork armor)
Hit Points 200 (16d12 + 96)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Con +11, Wis +6, Cha +7
Skills Athletics +12, Perception +6
Damage Immunities cold
Senses passive Perception 16
Languages Giant
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Legendary Resistance (1/Day). If the giant fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The giant makes two melee attacks. It can use Cleaving Swing in place of one of these attacks, if available.

Greataxe. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) slashing damage plus 7 (2d6) cold damage.

Rock. *Ranged Weapon Attack:* +12 to hit, reach 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Kick. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 7) bludgeoning damage and if the target is a Medium or smaller creature, it must succeed on a DC 20 Strength saving throw or be pushed horizontally up to 10 feet away and knocked prone.

Battle Cry (1/Day). Each creature of the giant's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the end of the giant's next turn. The giant can then make one attack as a bonus action.

Cleaving Swing (Recharge 5–6). The giant swings its Greataxe in a wide arc, and each creature within 10 feet of it must succeed on a DC 20 Dexterity saving throw. The target takes 26 (3d12 + 7) slashing damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The giant can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The giant regains spent legendary actions at the start of its turn.

Move. The giant moves up to half its speed.
Kick. The giant makes a Kick attack.
Direct Ally (Costs 2 Actions). The giant targets one ally it can see within 30 feet of it. If the target can see and hear the giant, the target can use its reaction to move up to half its speed and make one weapon attack.

Frost Giant Jarl

A frost giant jarl is typically the overall leader of frost giants in the Ordning. The jarl is usually the mightiest and most dangerous frost giant in the clan, as one must challenge the current jarl in mortal combat to claim the title.

The frost giant jarl fights with its massive greataxe, which can cleave through multiple enemies with one swing. In the midst of a battle, the jarl can skillfully give out orders and unleash a war cry that rouses its allies into a frenzy.

Frost Giant Priest of Auril

A devout worshipper of Auril the Frostmaiden, the frost giant priest can unleash powerful cold-based spells and abilities. In addition, the frost priest radiates an unnatural cold that can freeze the blood of anyone foolish to approach it.

Frost Giant Priest of Auril

Huge Giant, Typically Chaotic Evil

Armor Class 15 (patchwork armor)
Hit Points 172 (15d12 + 75)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	21 (+5)	12 (+1)	18 (+4)	14 (+2)

Saving Throws Con +9, Wis +8, Cha +6
Skills Perception +8, Religion +9
Damage Immunities cold
Senses passive Perception 18
Languages Giant
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Aura of Chilling Frost. A creature that starts its turn within 10 feet of the giant takes 7 (2d6) cold damage and can't use reactions until the end of the giant's next turn.

Actions

Multiattack. The giant makes two War Pick attacks.

War Pick. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage plus 10 (3d6) cold damage.

Frostburst (Recharge 4-6). Freezing, icy shards explode in a 10-foot-radius sphere centered on a point within 120 feet of the giant. Each creature in that area must make a DC 16 Constitution saving throw. On a failed save, a creature takes 22 (4d10) cold damage and 11 (2d10) piercing damage, has its speed is reduced by 10 feet and it can't use reactions until the end of its next turn. On a successful save, a creature takes half as much damage with no additional effects.

Auril's Embrace (1/Day). Each creature within 40 feet of the giant must make a DC 16 Constitution saving throw. On a failed save, a creature takes 45 (10d8) cold damage and is hindered by ice formations for 1 minute, or until it or another creature within reach of it uses an action to break away the ice. A creature hindered by ice has its speed reduced to 0. On a successful save, a creature takes half as much damage and isn't hindered by ice.

Spellcasting. The giant casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 16):

At will: *guidance, mending, resistance, thaumaturgy*
3/day each: *armor of Agathys, Snilloc's snowball swarm, ice storm*
1/day each: *cone of cold, harm, wall of ice*

Frost Giant Skald

The frost giant skald is the entertainer of a frost giant tribe, composing ballads and poems that praise the accomplishments, heroism, and savagery of frost giants.

In battle, however, the frost giant skald is a dangerous adversary. It becomes a berserker warrior that taunts enemies with insults and curses while also inspiring allies with its bardic spells and battle prowess.

Frost Giant Skald

Huge Giant, Typically Chaotic Evil

Armor Class 15 (patchwork armor)
Hit Points 175 (14d12 + 84)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	9 (-1)	10 (+0)	14 (+2)

Saving Throws Con +10, Wis +4, Cha +6
Skills Athletics +11, Perception +4
Damage Immunities cold
Senses passive Perception 14
Languages Giant
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Reckless. At the start of its turn, the giant can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The giant makes two Battleaxe attacks or uses Bewildering Word twice.

Battleaxe. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage.

Rock. *Ranged Weapon Attack:* +11 to hit, reach 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Bewildering Word. The giant utters a magical bewilderment, targeting one creature it can see within 60 feet of it. The target must succeed on a DC 14 Wisdom saving throw or take 13 (3d8) psychic damage and have disadvantage on attack rolls until the end of the giant's next turn.

Spellcasting. The giant casts one of the following spells using Charisma as the spellcasting ability (spell save DC 14):

At will: *dancing lights, mage hand, minor illusion*
3/day each: *dissonant whispers, hold person*
1/day each: *confusion, freedom of movement, greater invisibility, mass cure wounds*

Bonus Actions

Inspiring Strike (1/Day). When the giant hits a creature with a weapon attack, the giant can target up to two allies it can see within 30 feet of it. If the target can see and hear the giant, the target can use its reaction to move up to half its speed and make one weapon attack.

Reactions

Counterspell (3/Day). The giant casts *counterspell* using Charisma as the spellcasting ability.

Distracting Taunt (3/Day). The giant magically imposes disadvantage to a creature's attack roll, ability check, or saving throw. To do so, the creature must be within 30 feet of the giant and must be visible and be able to hear to the giant.

Witch Doctor

Chieftain

Berserker

Hill Giant Berserker

The hill giant berserker is always the first to charge into a fight. Frothing at the mouth, the giant heads toward the largest groups of enemies, eager to unleash to crush them with one blow of its massive club.

Hill Giant Chieftain

The chieftain is the leader of its clan. While it can inspire its allies with its battle cry, the chieftain is not an effective battle tactician, as it tends to bark out harsh commands to its underlings without precise direction.

Hill Giant Witch Doctor

The hill giant witch doctor serves as the clan's priest and healer and often chief advisor, as it is normally wiser and more cunning than the chieftain. It worships Grolantor, and the deity grants it an ability to frighten smaller foes with its magical glare.

Hill Giant Berserker

Huge Giant, Typically Chaotic Evil

Armor Class 13 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +2
Senses passive Perception 12
Languages Giant
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Reckless. At the start of its turn, the giant can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The giant makes two Greatclub attacks. It can use its Ground Pound in place of one of its Greatclub attacks, if available.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, reach 60/240 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Ground Pound (Recharge 5–6). The giant slams its greatclub on the ground, triggering an earth tremor and violently pelting the area with debris. Each creature on the ground in a 15-foot cube originating from the giant must succeed on a DC 17 Strength saving throw. On a failed save, a creature takes 19 (3d8 + 6) bludgeoning damage and is knocked prone. If a creature fails its save by 5 or more, it is also stunned until the end of its next turn. On a successful save, a creature takes half as much damage and isn't knocked prone.

Hill Giant Chieftain

Huge Giant, Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	7 (-2)	11 (+0)	8 (-1)

Skills Perception +4
Senses passive Perception 14
Languages Giant
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Legendary Resistance (1/Day). If the giant fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The giant makes two melee attacks.

Spiked Greatclub. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage plus 4 (1d8) piercing damage.

Rock. *Ranged Weapon Attack:* +10 to hit, reach 60/240 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Kick. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) bludgeoning damage and if the target is a Medium or smaller creature, it must succeed on a DC 18 Strength saving throw or be pushed horizontally up to 10 feet away and knocked prone.

Battle Cry (1/Day). Each creature of the giant's choice that is within 30 feet of it, can hear it, and not already affected by Battle Cry gain advantage on attack rolls until the end of the giant's next turn. The giant can then make one attack as a bonus action.

Legendary Actions

The giant can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The giant regains spent legendary actions at the start of its turn.

Move. The giant moves up to half its speed.
Kick. The giant makes a Kick attack.
Greatclub (Costs 2 Actions). The giant makes a Greatclub attack.
Bark Command (Costs 3 Actions). The giant targets up to two allies it can see within 30 feet of it. If the target can see and hear the giant, the target can use its reaction to make one weapon attack with disadvantage on the attack roll.

Hill Giant Witch Doctor

Huge Giant, Typically Chaotic Evil

Armor Class 13 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	16 (+3)	6 (-2)

Skills Perception +5
Senses passive Perception 15
Languages Giant
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Actions

Multiattack. The giant makes two Quarterstaff attacks.

Quarterstaff. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage, or 18 (3d8 + 5) bludgeoning damage if used with two hands.

Cursed Bolt. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 15 (3d8 + 2) psychic damage, and the target has disadvantage on attack rolls, ability checks, and saving throws until the end of the giant's next turn.

Spellcasting. The giant casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *guidance, resistance, thaumaturgy*
2/day each: *cure wounds, hold person, erupting earth, revivify*
1/day: *contagion, mass cure wounds, stoneskin**

* The giant casts this spell before combat.

Reactions

Grolantor's Glare. When a creature attacks the giant, and the creature is Large or smaller and within 30 feet and visible to the giant, the creature must succeed on a DC 13 Wisdom saving throw. On a failed save, the attacker is frightened until the end of the giant's next turn.

Stone Giant Earth Shaman

The earth shaman can control and manipulate the earth around itself, enabling it to create an aura of swirling dirt and dust that can blind anything caught in it, as well as cause the very ground to ripple like a giant wave, bludgeoning those unfortunate enough to get caught within in it.

Stone Giant Earth Shaman

Huge Giant, Typically Neutral

Armor Class 17 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	20 (+5)	11 (+0)	16 (+3)	10 (+0)

Saving Throws Dex +6, Con +9, Wis +7
Skills Athletics +11, Perception +7
Senses passive Perception 17
Languages Giant
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Aura of Earth. If the giant isn't incapacitated, any creature that starts its turn within 5 feet of the giant must make a DC 17 Constitution saving throw or be blinded until the end of the stone giant's next turn by the dirt and soil that swirls constantly around the stone giant. Stone giants and creatures native to the elemental plane of earth are immune to this effect.

Stone Camouflage. The giant has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The giant makes two Maul attacks.

Maul. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Spellcasting. The giant casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *druidcraft, guidance, mending, mold earth*
1/day each: *bones of the earth, spike growth, stoneskin, transmute rock, wall of stone*

Rippling Earth (Recharges 5–6). The giant causes the earth to suddenly move in a violent, cascading motion in a 30-foot line that is 10 feet wide. Each creature standing on the ground in that line must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 31 (5d12) bludgeoning damage, is pushed up to 10 feet, and is knocked prone. On a successful save, a creature takes half as much damage and isn't pushed or knocked prone. Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

Reactions

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Storm Giant Stormguard

The stormguard is both an elite warrior and an exceptional sorcerer. In combat, it utilizes both its arcane spells and martial prowess to deadly efficiency while taking full advantage of its Heart of the Storm ability.

Storm Giant Stormguard

Huge Giant, Typically Chaotic Good

Armor Class 18 (scale mail, shield)
Hit Points 275 (22d12 + 132)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	22 (+6)	17 (+3)	18 (+4)	20 (+5)

Saving Throws Str +15, Con +12, Wis +10, Cha +11
Skills Arcana +9, Athletics +15, History +9, Perception +10
Damage Resistances cold
Damage Immunities lightning, thunder
Senses passive Perception 20
Languages Giant
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Amphibious. The giant can breathe air and water.

Heart of the Storm. Whenever the giant casts a spell that deals lightning or thunder damage, a stormy aura surrounds it. In addition to the spell's effects, creatures of its choice within 10 feet of it take 14 (4d6) lightning or thunder damage (giant's choice).

Sorcery Points. The giant has 13 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Heightened Spell: When the giant casts a spell that forces a creature to make a saving throw to resist the spell's effects, it can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell: When the giant casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Subtle Spell: When the giant casts a spell, it can spend l sorcery point to cast the spell without any somatic or verbal components.

Actions

Multiattack. The giant makes two Longsword attacks.

Longsword. *Melee Weapon Attack*: +15 to hit, one target. *Hit:* 22 (3d8 + 9) slashing damage, or 25 (3d10 + 9) slashing damage if used with two hands, plus 4 (1d8) lightning damage.

Rock. *Ranged Weapon Attack:* +15 to hit, range 60/240 ft., one target. *Hit:* 35 (4d12 + 9) bludgeoning damage.

Spellcasting. The giant casts one of the following spells using Charisma as the spellcasting ability (spell save DC 19, +11 to hit with spell attacks):

At will: *detect magic, feather fall, friends, levitate, light, mage hand, minor illusion*
2/day each: *control weather (as an action), lightning bolt, thunderwave, water breathing*
1/day each: *chain lightning, control winds, whirlwind*

Lightning Strike (Recharge 5–6). The giant hurls a magical lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 19 Dexterity saving throw, taking 72 (16d8) lightning damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Thundering Smite (3/Day). When the giant hits a creature with a weapon attack, it deals 18 (4d8) thunder damage to the target and the target must succeed on a DC 19 Constitution saving throw or be stunned for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Gibbering Horror

Gibbering Horror

The gibbering horror is a larger and deadlier type of gibbering mouther. It can use sections of its body like an extending pseudopod, enabling it to bite prey from a distance. If a creature is unlucky enough to get caught by a pseudopod, it is drawn toward the gibbering horror.

Engulf. Anyone standing close to the gibbering horror is at risk of getting enveloped by the creature's whole body. Dozens of mouths filled with jagged teeth immediately bite and shred the engulfed victim apart.

Gibbering Horror

Large Aberration, Typically Neutral

Armor Class 9
Hit Points 147 (14d10 + 70)
Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	20 (+5)	3 (-4)	12 (+1)	6 (-2)

Condition Immunities prone
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Aberrant Ground. The ground in a 15-foot radius around the horror is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 12 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

Gibbering. The horror babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 30 feet of the horror and can hear the gibbering must succeed on a DC 12 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

Actions

Multiattack. The gibbering horror uses Engulf. It then makes two Pseudopod Bite attacks and, if it can, uses its Blinding Spittle.

Pseudopod Bite. *Melee Weapon Attack:* +5 to hit, reach 15 ft., one creature. *Hit:* 15 (3d8 + 2) piercing damage. If the target is Large or smaller, it must succeed on a DC 13 Strength saving throw or be knocked prone and grappled (escape DC 12). Until the grapple ends, the target is restrained, and the horror can't use the same pseudopod Bite on another target. If the horror starts its turn grappling with a creature, it can use a bonus action to pull that creature within 5 feet of it.

Blinding Spittle. The horror spits a chemical glob at a point it can see within 20 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 16 Dexterity saving throw or be blinded until the end of the horror's next turn.

Engulf. The horror moves up to its speed. While doing so, it can enter Medium or smaller creatures' spaces. Whenever the horror enters a creature's space, the creature must make a DC 13 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the horror. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the horror enters the creature's space, and the creature takes 29 (6d8 +2) piercing damage and is engulfed. While engulfed, the creature is blinded, can't breathe, is restrained, and takes 9 (2d8) piercing damage and 9 (2d8) acid damage at the start of each of the horror's turns. If the target is killed by this damage, it is absorbed into the horror. When the horror moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 13 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the horror. The horror can have only up to two Medium or small creatures engulfed at a time.

Gnolls

Huntmaster

The huntmaster is a faultless tracker and hyena beastmaster. When attacking a foe, it tries to knock it prone before commanding its hyenas to go for the hapless target's throat.

Matriarch

The gnoll matriarch is the largest and most loathsome gnoll in a pack of gnolls. Her presence alone instills fearlessness and ferocity in her kin.

Female Dominance. All male gnolls obey the matriarch's commands unquestioningly. The matriarch's daughters obey her unquestioningly for as long as she is still perceived as the physically strongest in the group.

Gnoll Huntmaster

Medium Humanoid (Gnoll), Typically Chaotic Evil

Armor Class 15 (studded leather)
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	8 (-1)	12 (+1)	7 (-2)

Skills Perception + 3, Stealth +5, Survival +5
Senses darkvision 60 ft., passive Perception 13
Languages Gnoll
Challenge 3 (700 XP) **Proficiency Bonus** +2

Slay Foe (1/Turn). The gnoll deals an extra 9 (2d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

Actions

Multiattack. The gnoll makes two attacks, either with its Glaive or its Longbow. It can replace one of its attacks with Hunting Bolas.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

Hunting Bolas. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one creature. *Hit:* 5 (1d4 + 3) bludgeoning damage and the target must succeed on a DC 13 Strength saving throw or be restrained and knocked prone. As an action, the restrained creature can make a DC 13 Strength check, escaping on a success. The effect ends if the Hunting Bolas is destroyed. The Hunting Bolas has AC 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.

Summon Hyenas (Recharges after a Short or Long Rest). The gnoll summons 1d4 + 1 hyenas. The hyenas appear in unoccupied spaces within 30 feet of the gnoll and act as its allies. The hyenas act right after the gnoll on the same initiative count and fight until they're destroyed. They disappear when the gnoll dies.

Bonus Actions

Go for the Throat. The gnoll targets one hyena within 30 feet that can see and hear the gnoll. The hyena can use its reaction to move up to half its speed and make one melee attack against a prone creature. If the hyena's attack hits, it is a critical hit.

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll moves up to half its speed and makes a Bite attack.

Gnoll Matriarch

Medium Humanoid (Gnoll), Typically Chaotic Evil

Armor Class 16 (hide armor, shield)
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Str +7, Dex +5, Con +5
Senses darkvision 60 ft., passive Perception 11
Languages Gnoll
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Pack Tactics. The gnoll has advantage on an attack roll against a creature if at least one of the gnoll's allies is within 5 feet of the creature and the ally isn't incapacitated.

Packmaster. An ally within 5 feet of the gnoll has advantage on attack rolls against a creature that is within 5 feet of the gnoll and another ally, provided the gnoll and the other ally aren't incapacitated.

Pounce. If the gnoll moves at least 15 feet straight toward a creature and then hits it with a Flail attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the gnoll can make one Bite attack against it as a bonus action.

Actions

Multiattack. The gnoll makes three attacks, either with her Flail or her Longbow. She can use Battlefield Cunning in place of one of these attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Flail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage.

Battlefield Cunning (Recharge 4–6). Up to two allies within 60 feet of the gnoll that can hear her can use their reactions to make one melee attack each.

Bonus Actions

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll moves up to half her speed and makes a Bite attack.

Shaman of Yeenoghu

The shaman of Yeenoghu is the demonic advisor of the gnoll pack. During combat, it serves as the support specialist and artillery, with its ability to unleash a variety of devastating druid spells. It can emit a fiendish howl that induces its gnoll allies into a blood frenzy and can blast a group of foes with hundreds of conjured sharp, poisonous teeth. Finally, the shaman can also transform into a giant hyena, if needed.

Witch Doctor

The witch doctor is the pack's priest and healer. It watches over its matriarch, healing and enhancing her and her daughters during combat.

Gnoll Shaman of Yeenoghu

Medium Humanoid (Gnoll), Typically Chaotic Evil

Armor Class 13 (hide armor)
Hit Points 45 (10d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	10 (+0)	16 (+3)	8 (-1)

Senses darkvision 60 ft., passive Perception 13
Languages Gnoll
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Flail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Spellcasting. The gnoll casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *druidcraft, poison spray* (2d12), *thorn whip* (2d6)
2/day each: *erupting earth, spike growth, thunderwave*
1/day each: *blight, charm monster, conjure animals* (hyenas only)

Teeth Volley (Recharge 4-6). The gnoll conjures sharp animal fangs and teeth that shoot forward and then disappear. Each creature in a 15-foot cone must succeed on a DC 13 Constitution saving throw. On a failed save, a creature takes 17 (5d6) piercing damage and is poisoned until the end of the gnoll's next turn. On a successful save, a creature takes half as much damage and isn't poisoned.

Change Shape (Recharges after a Short or Long Rest). The gnoll magically transforms into a giant hyena, while retaining its game statistics. Any equipment it is wearing or carrying isn't transformed. This transformation ends if the gnoll is reduced to 0 hit points or uses an action to end it.

Bonus Actions

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll moves up to half its speed and makes a Bite attack.

Yeenoghu's Howl (Recharges after a Short or Long Rest). The gnoll emits a frenzy-inducing howl. Each gnoll ally that is within 30 feet of it, can hear it, and not already affected by Yeenoghu's Howl gain advantage on melee attack rolls against any creature that doesn't have all its hit points until the start of the gnoll's next turn.

Gnoll Witch Doctor

Medium Humanoid (Gnoll), Typically Chaotic Evil

Armor Class 13 (hide armor)
Hit Points 31 (7d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	8 (-1)	15 (+2)	8 (-1)

Senses darkvision 60 ft., passive Perception 12
Languages Gnoll
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Dagger. *Melee or Ranged Weapon Attack*: +4 to hit, reach 5 ft. or range 20/60 ft, one target. *Hit:* 4 (1d4 + 2) piercing damage.

Cursed Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 11 (2d8 + 2) psychic damage, and the target has disadvantage on attack rolls, ability checks, and saving throws until the end of the gnoll's next turn.

Spellcasting. The gnoll casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At will: *guidance, resistance, thaumaturgy*
2/day each: *guiding bolt, hold person*
1/day each: *banishment, bestow curse, revivify, spirit guardians*

Bonus Actions

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll moves up to half its speed and makes a Bite attack.

Goblins

Alchemist

The crafty goblin alchemist always carries three types of deadly concoctions that it can hurl at its foes. Unfortunately, these mixtures are so volatile that if the alchemist is struck in combat, it might cause breakage and accidentally set off a fiery explosion.

Blackblade

On very rare occasions, a goblin shows an affinity for the dark arts and becomes a warlock, usually making a pact with a fiend or dark fey. A few become hexblades. They are commonly called blackblades by their brethren.

Bodyguard

Some goblins who are devout and fanatical worshippers of Maglubiyet but are unable to pray for divine spells instead become bodyguards. They foolishly believe that sacrificing themselves to protect their charge will bring them closer to their god.

Chieftain

The chieftain is the undisputed leader of a goblin tribe. It is attended to by several advisors, mostly shamans and witch doctors, and is always protected by its personal bodyguards. While it may lead its warriors into battle, it will do so from behind the front line that is composed of its toughest warriors. Its highest priority is always self-preservation.

Goblin Alchemist

Small Humanoid (Goblinoid), Typically Neutral Evil

Armor Class 14 (hide armor)
Hit Points 14 (4d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	13 (+1)	10 (+0)	8 (-1)

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 2 (450 XP) **Proficiency Bonus** +2

Volatile. When the goblin takes damage that is not poison or psychic damage, roll 1d20. On a roll of 1 to 5, the goblin's alchemical pack explodes. The goblin and each creature within 10 feet of it must succeed on a DC 11 Dexterity saving throw, taking 17 (5d6) fire damage On a failed save, or half as much damage on a successful one. The goblin has disadvantage on its saving throw.

Actions

Scimitar. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 7 (2d6) poison damage.

Acid Flask. *Ranged Weapon Attack:* +4 to hit, range 5/20 ft., one target. *Hit:* 14 (4d6) acid damage.

Goblin Molotov. *Ranged Weapon Attack:* +4 to hit, range 20 ft., one target. *Hit:* 7 (2d6) fire damage and the target catches fire, taking 5 (1d10) fire damage at the end of each of its turns. An affected creature or another creature within 5 feet of it can take an action to extinguish the fire.

Tangleweb. *Ranged Weapon Attack:* +4 to hit, range 20 ft., one creature. *Hit:* The creature must succeed on a DC 11 Strength saving throw or be restrained by sticky web-like adhesive. As an action, the restrained creature can make a DC 11 Strength check,, escaping from the tangleweb on a success. The effect ends if the tangleweb is destroyed. The tangleweb has AC 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.

Double Lob (Recharge 5–6). The goblin can make two ranged weapon attacks.

Bonus Actions

Nimble Escape. The goblin takes the Disengage or Hide action.

Goblin Blackblade

Small Humanoid (Goblinoid), Typically Neutral Evil

Armor Class 14 (studded leather)
Hit Points 17 (5d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	13 (+1)	10 (+0)	14 (+2)

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 1 (200 XP) **Proficiency Bonus** +2

Actions

Scimitar. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Spellcasting. The goblin casts one of the following spells using Charisma as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At will: *eldritch blast, minor illusion, true strike*
2/day: (as 2nd-level spells): *armor of Agathys, mirror image*

Bonus Actions

Nimble Escape. The goblin takes the Disengage or Hide action.

Hexblade's Curse (Recharges after a Short or Long Rest). The goblin targets a creature it can see within 30 feet of it. The target is cursed for 1 minute. The curse ends early if the target dies, the goblin dies, or it is incapacitated. Until the curse ends, the goblin gains the following benefits:

- It deals an extra 2 damage on damage rolls against the cursed target.
- Any attack roll it makes against the cursed target is a critical hit on a roll of 19 or 20 on the d20.
- If the cursed target dies, the goblin regains 5 hit points.

Goblin Bodyguard

Small Humanoid (Goblinoid), Typically Neutral Evil

Armor Class 16 (studded leather, shield)
Hit Points 14 (4d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Actions

Scimitar. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Bonus Actions

Nimble Escape. The goblin takes the Disengage or Hide action.

Reactions

Self-Sacrifice. When a creature within 5 feet of the goblin is hit by an attack, the goblin swaps places with that creature and is hit instead.

Goblin Chieftain

Small Humanoid (Goblinoid), Typically Neutral Evil

Armor Class 18 (scale mail, shield)
Hit Points 71 (13d6 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	13 (+1)

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Ganglord's Presence. If the goblin isn't incapacitated, any goblin ally that starts is turn within 30 feet of this goblin and can see and hear this goblin deals an extra 3 (1d6) damage on its weapon damage rolls against a creature if at least two of the goblin's allies are within 5 feet of the creature and the ally isn't incapacitated.

Legendary Resistance (1/Day). If the goblin fails a saving throw, it can choose to succeed instead.

Sneak Attack (1/Turn). The goblin deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the goblin that isn't incapacitated and the goblin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The goblin makes two Scimitar attacks.

Scimitar. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Bonus Actions

Nimble Escape. The goblin takes the Disengage or Hide action.

Reactions

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

Legendary Actions

The goblin can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The goblin regains spent legendary actions at the start of its turn.

Shift. The goblin moves up to half its speed without provoking opportunity attacks.
Attack (Costs 2 Actions). The goblin makes a melee or ranged attack.
Sly Command (Costs 1-3 Actions). The goblin targets up to 3 allies it can see within 30 feet of it. If the target can see or hear the goblin, the target can use its reaction to make one weapon attack with advantage on the attack roll or move up to half its speed without provoking opportunity attacks. It costs 1 Action per target.

Goblin Cutthroat

Small Humanoid (Goblinoid), Typically Neutral Evil

Armor Class 15 (studded leather)
Hit Points 17 (5d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +7
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 1 (200 XP) **Proficiency Bonus** +2

Sneak Attack (1/Turn). The goblin deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the goblin that isn't incapacitated and the goblin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The goblin makes two Dagger attacks.

Dagger. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft. or range 20/60 ft, one target. *Hit:* 5 (1d4 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

Nimble Escape. The goblin takes the Disengage or Hide action.

Goblin Shaman

Small Humanoid (Goblinoid), Typically Neutral Evil

Armor Class 14 (hide armor)
Hit Points 31 (7d6 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	10 (+0)	14 (+2)	8 (-1)

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 12
Languages Common, Goblin
Challenge 2 (450 XP) **Proficiency Bonus** +2

Actions

Scimitar. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Spellcasting. The goblin casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At will: *druidcraft, poison spray* (2d12), *thorn whip* (2d6)
2/day each: *entangle, spike growth*
1/day each: *conjure animals (rats, spiders, and wolves only), erupting earth*

Change Shape (Recharges after a Short or Long Rest). The goblin magically transforms into a worg, while retaining its game statistics. Any equipment it is wearing or carrying isn't transformed. This transformation ends if the goblin is reduced to 0 hit points or uses an action to end it.

Bonus Actions

Nimble Escape. The goblin takes the Disengage or Hide action.

Cutthroat

Cutthroats are cunning goblins that rely on stealth and surprise. They rarely fight in the open, choosing instead to pick opportune moments where they can strike and retreat without being noticed.

Shaman

Goblin shamans provide spiritual guidance to their kin and are thus often sought as advisors by their chieftains. In combat, they can cast druidic spells and summon rats and spiders. When needed, they can transform themselves into worgs.
They dislike the tribe's witch doctors, seeing them as threats to its leadership, and undermine them at every opportunity.

Skirmisher

Goblin skirmishers are guerilla warriors that disrupt enemy ranks. They target the weak sides, employing hit-and-run tactics to distract them from seeing an attack coming from another direction.

Witch Doctor

Witch doctors are goblin priests who serve as the primary support for goblin war parties, as well as religious advisors to the chieftain. They hate and often clash with the tribal shamans. In combat, witch doctors mostly rely on their magical bolts that can curse those hit by them.

Goblin Skirmisher

Small Humanoid (Goblinoid), Typically Neutral Evil

Armor Class 16 (leather armor, shield)
Hit Points 14 (4d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +7
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Skirmish Advantage. Once per turn, the goblin gains advantage on its attack roll when it makes a weapon attack while occupying a space at least 15 feet away from where it started its turn.

Actions

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

Nimble Escape. The goblin takes the Disengage or Hide action.

Reactions

Skirmisher. When an enemy the goblin can see ends its turn within 5 feet of it, the goblin can move up to half its speed. This movement doesn't provoke opportunity attacks.

Goblin Witch Doctor

Small Humanoid (Goblinoid), Typically Neutral Evil

Armor Class 14 (hide armor)
Hit Points 17 (5d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	13 (+1)	8 (-1)

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin
Challenge 1 (200 XP) **Proficiency Bonus** +2

Actions

Dagger. *Melee or Ranged Weapon Attack*: +4 to hit, reach 5 ft. or range 20/60 ft, one target. *Hit:* 4 (1d4 + 2) piercing damage.

Cursed Bolt. *Ranged Spell Attack:* +3 to hit, range 60 ft., one target. *Hit:* 5 (1d8 + 1) psychic damage, and the target has disadvantage on attack rolls, ability checks, and saving throws until the end of the goblin's next turn.

Spellcasting. The goblin casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 11, +3 to hit with spell attacks):
At will: *guidance, mending, thaumaturgy*
1/day each: *blindness/deafness, ray of sickness, hold person*

Bonus Actions

Healing Word (1/Day). The goblin casts *healing word* using Wisdom as the spellcasting ability.

Spiritual Weapon (1/Day). The goblin casts *spiritual weapon* using Wisdom as the spellcasting ability.

Nimble Escape. The goblin takes the Disengage or Hide action.

Golems

Clay Golem Mauler

The massive clay golem mauler is a larger and more dangerous version of the typical clay golem. It is so strong that its massive fists can knock targets prone with a single hit. If they manage to do so, they quickly follow up the attack by stomping on their fallen foes.

Flesh Golem Abomination

This hulking abomination is an even more grotesque version of the flesh golem, sporting body parts taken from large humanoids and even giants. It is so strong that it can grab a foe and fling it at other targets.

Clay Golem Mauler

Huge Construct, Unaligned

Armor Class 15 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	22 (+6)	3 (-4)	8 (-1)	1 (-5)

Damage Immunities acid, poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands the languages of its creator but can't speak
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Acid Absorption. Whenever the golem is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

Berserk. Whenever the golem starts its turn with 90 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two Slam attacks.

Slam. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 19 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0.

Ground Smash (Recharge 5–6). The golem slams the ground, triggering an earth tremor and violently pelting the area around it with debris. Each creature on the ground within 15 feet of the golem must succeed on a DC 20 Strength saving throw. On a failed save, a creature takes 23 (3d10 + 7) bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

Haste (Recharge 5–6). Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its Slam attack as a bonus action.

Flesh Golem Abomination

Large Construct, Unaligned

Armor Class 10 (natural armor)
Hit Points 149 (13d10 + 78)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	22 (+6)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Berserk. Whenever the golem starts its turn with 50 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. lf no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 50 hit points or fewer, the golem might go berserk again.

Aversion to Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two Slam attacks, or it can make one Slam attack and use Fling.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained and the golem can automatically hit the target with its Slam attack but can't use one of its Slam attacks against other targets.

Fling. One object held or creature that is smaller than the golem and is grappled by the golem is thrown up to 30 feet towards a target space and knocked prone. If a thrown creature strikes a solid surface, the creature takes 6 bludgeoning damage plus 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the creature is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw. On a failed save, the target takes the same damage and is knocked prone.

Stone Golem Sentinel

Twice as large as the standard stone golem, these giants are thankfully very rare due to the cost and time to make one. These highly-prized sentinels are found guarding main temples, archmage towers, and royal crypts, sometimes even sculpted as the god its owners worship. In combat, they can slam the ground so hard, it causes a powerful shockwave that can strike nearby foes and knock them prone.

Stone Golem Sentinel

Huge Construct, Unaligned

Armor Class 18 (natural armor)
Hit Points 256 (19d12 + 133)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (-1)	24 (+7)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes two Slam attacks and uses Slow if available.

Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage. If the target is a creature and the attack roll against the target succeeds by 5 or more, the target must succeed on a DC 21 Constitution saving throw or be stunned until the end of the golem's next turn.

Ground Smash (Recharge 5–6). The golem slams the ground, triggering an earth tremor and violently pelting the area around it with debris. Each creature on the ground within 15 feet of the golem must succeed on a DC 21 Strength saving throw. On a failed save, a creature takes 26 (4d8 + 8) bludgeoning damage and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

Slow (Recharge 5–6). The golem targets one or more creatures it can see within 15 feet of it. Each target must make a DC 20 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effect s last for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Iron Golem Juggernaut

Even mightier than the regular iron golem, the juggernaut is at least 25 feet tall. It is so massive that it can crush a large number of enemies by merely walking over them. Thankfully, the juggernaut is very rare and expensive to produce, and only the wealthiest and most powerful can afford to have one created.

Iron Golem Juggernaut

Huge Construct, Unaligned

Armor Class 21 (natural armor)
Hit Points 297 (22d12 + 154)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	9 (-1)	24 (+7)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Fire Absorption. Whenever the golem is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Siege Monster. The golem deals double damage to objects and structures.

Actions

Multiattack. The golem makes two melee attacks.

Slam. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 27 (4d8 + 9) bludgeoning damage.

Sword. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 31 (4d10 + 9) slashing damage.

Crushing Stride. The golem moves up to its speed in a straight line. During this move, it can enter Large or smaller creatures' spaces. A creature whose space the golem enters must succeed on a DC 23 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the golem's path. On a failed save, the creature falls prone and takes 27 (4d8 + 9) bludgeoning damage. If the golem remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the golem. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 23 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the golem and is no longer restrained.

Poison Breath (Recharge 6). The golem exhales poison gas in a 30-foot cone. Each creature in that area must succeed on a DC 21 Constitution saving throw, taking 54 (12d8) poison damage On a failed save, or half as much damage on a successful one.

Gorgon

Greater Gorgon

A greater gorgon is a very rare, ancient version of the gorgon. Unlike regular gorgons, these monstrous specimens can grow as big as mammoths. Their steel-like hide is tougher than a standard gorgon's, able to resist the blows of most weapons. They are highly sought after by wealthy nobility and other powerful beings, who keep them as pets, guardians, or gladiatorial beasts that they can show off.

Gorgon, Greater

Huge Monstrosity, Unaligned

Armor Class 20 (natural armor)
Hit Points 187 (15d12 + 90)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	23 (+6)	2 (-4)	14 (+2)	7 (-2)

Skills Perception +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons
Condition Immunities petrified
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Actions

Multiattack. The gorgon makes two melee attacks: one with its Gore and one with its Hooves. When its Trample is available, it can use Trample in place of its Hooves attack.

Gore. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 26 (3d12 + 7) piercing damage.

Hooves. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage.

Trample (Recharge 5–6). The gorgon moves up to its speed in a straight line. During this move, it can enter Large or smaller creatures' spaces. A creature whose space the gorgon enters must succeed on a DC 19 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the gorgon's path. On a failed save, the creature falls prone and takes 23 (3d10 + 7) bludgeoning damage. If the gorgon remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the gorgon. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 23 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the gorgon and is no longer restrained

Petrifying Breath (Recharge 5–6). The gorgon exhales petrifying gas in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the *greater restoration* spell or other magic.

Greenvise

Greenvise

The greenvise is a giant carnivorous plant that faintly resembles a venus flytrap, with massive jaws filled with rows of thorn-like teeth. It is a very patient hunter, rooting itself with similarly large vegetation along animal trails and footpaths. When it senses approaching prey, it releases a greenish acidic cloud that can be toxic and fatal to most creatures. Once it has incapacitated its victims, it picks them off one by one with its tendrils.

Greenvise

Huge Plant, Unaligned

Armor Class 15 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	4 (-3)	20 (+5)	4 (-3)	8 (-1)	4 (-3)

Condition Immunities blinded, deafened, frightened
Senses blindsight 30 ft. (blind beyond this radius), passive Perception 9
Languages —
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

False Appearance. If the greenvise motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the greenvise move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the greenvise is animate.

Actions

Multiattack. The greenvise makes one Bite attack and two Tendril attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 17 Dexterity saving throw or be swallowed by the greenvise. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the greenvise, and it takes 14 (4d6) acid damage at the start of each of the greenvise's turns.

If the greenvise takes 20 damage or more on a single turn from a creature inside it, the greenvise must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the greenvise. If the greenvise dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 5 feet of movement, exiting prone.

Tendril. *Melee Weapon Attack:* +9 to hit, reach 20 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 16), restrained until the grapple ends, and is pulled up to 15 feet toward the greenvise. The greenvise has two tendrils, each of which can grapple one target.

Death Fog (Recharges after a Short or Long Rest). The greenvise emits a greenish, acidic mist that fills a 30-foot-radius sphere centered on the greenvise that lasts for 1 minute. The fog spreads around corners, and its area is heavily obscured. A creature that starts its turn within 30 feet of the greenvise must succeed on a DC 16 Constitution saving throw. On a failed save, a creature takes 7 (2d6) acid damage, can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last until the start of the creature's next turn. On a successful save, a creature takes half as much damage with no additional effects. The greenvise is immune to the effects of its death fog.

Grells

Patriarch

The grell patriarch is a massive 20-foot diameter grell that rules over a grell community. It has arcane abilities and can project powerful lightning rays at its foes.

There is always only one patriarch in a grell community. When it dies, the most advanced and intelligent of the grell philosophers undergo a metamorphosis and becomes the next patriarch.

Philosopher

Grell philosophers are larger, more intelligent, and powerful species of the grell. These grells manage and direct the 'common' grell, which they see as lowly communal workers or servants.

Grell Patriarch

Huge Aberration, Typically Neutral Evil

Armor Class 12 (15 with *mage armor*)
Hit Points 157 (15d12 + 60)
Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	19 (+4)	16 (+3)	15 (+2)	13 (+1)

Skills Perception +10, Stealth +10
Damage Immunities lightning
Condition Immunities blinded, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 20
Languages Grell
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Actions

Multiattack. The grell makes two attacks: one with its Tentacles and one with its Beak, or uses its Lightning Ray twice.

Tentacles. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage, and the target must succeed on a DC 16 Constitution saving throw or be poisoned for 1 minute. The poisoned target is paralyzed, and it can repeat the saving throw at the end of each of its turns, ending the effect on a success.

The target is also grappled (escape DC 16). If the target is Large or smaller, it is also restrained until this grapple ends. While grappling the target, the grell has advantage on attack rolls against it and can't use this attack against other targets. When the grell moves, any Huge or smaller target it is grappling moves with it.

Beak. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Lightning Ray. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 17 (4d6 + 3) lightning damage and the target can't use reactions until the start of the grell's next turn.

Spellcasting (Psionics). The grell casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 15):

At will: *mage armor, fog cloud, shield*
3/day each: *charm person, invisibility, ray of enfeeblement*
1/day each: *charm monster, lightning bolt, fear*

Legendary Actions

The grell can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The grell regains spent legendary actions at the start of its turn.

Lightning Ray. The grell makes a Lightning Ray attack.
Psionics (Costs 2 Actions). The grell uses Spellcasting.

Grell Philosopher

Large Aberration, Typically Neutral Evil

Armor Class 12 (15 with *mage armor*)
Hit Points 119 (14d10+42)
Speed 10 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	14 (+2)	13 (+1)	11 (+0)

Skills Perception +7, Stealth +8
Damage Immunities lightning
Condition Immunities blinded, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 17
Languages Grell
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Actions

Multiattack. The grell makes two attacks: one with its Tentacles and one with its Beak, or uses its Lightning Ray twice.

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned for 1 minute. The poisoned target is paralyzed, and it can repeat the saving throw at the end of each of its turns, ending the effect on a success.

The target is also grappled (escape DC 14). If the target is Large or smaller, it is also restrained until this grapple ends. While grappling the target, the grell has advantage on attack rolls against it and can't use this attack against other targets. When the grell moves, any Large or smaller target it is grappling moves with it.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Lightning Ray. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 12 (3d6 + 2) lightning damage and the target can't use reactions until the start of the grell's next turn.

Spellcasting (Psionics). The grell casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 13):

At will: *mage armor, fog cloud, shield*
3/day each: *charm person, invisibility, ray of enfeeblement*

Gricks

Queen

The queen is an enormous grick that is about 20-25 feet long. When she rears up, she can reach a height of 10 feet. This creature makes her lair in warm caverns deep in the Underdark where she can guard its clutch of eggs and hatchlings.

The queen is always attended to by a score of gricks which regularly bring her food from their hunting forays.

Hatchling

Hatchlings are weeks-old wormlings about 4-5 feet long. Despite their small size, they are ravenous hunters that usually prey on smaller cave vermin but will not hesitate dining on man-sized targets.

A grick queen ambushes a grimlock.

Grick Queen

Large Monstrosity, Typically Neutral

Armor Class 15 (natural armor)
Hit Points 90 (12d10 + 24)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	5 (-3)	16 (+3)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Stone Camouflage. The grick has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The grick makes one attack with its Tentacles and one attack with its Tail. If it hits a creature with a Tentacles attack or is grappling with it, the grick can use a bonus action to make one Beak attack against the same target.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a Large or smaller creature and the attack roll against the target succeeds by 5 or more, the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage and if the target is Medium or smaller, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the grick can automatically hit the target with its Tentacles but can't attacks other targets with its Tentacles.

Beak. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Grick Hatchling

Small Monstrosity, Typically Neutral

Armor Class 12 (natural armor)
Hit Points 10 (3d6)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	2 (-4)	12 (+1)	3 (-4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Stone Camouflage. The grick has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The grick makes one attack with its Tentacles. If that attack hits, the grick can use a bonus action to make one Beak attack against the same target.

Tentacles. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Griffons

Alpha

The alpha, larger and stronger than the average griffon, is the leader of a pack of griffons. In the wilds of the Realms, these majestic hunters would lead their packs to raid humanoid settlements for their livestock.

Griffon of Xvim

When a griffon becomes infected by the essence of Xvim, it becomes corrupted and turns into a creature of Xvim. The transformation imbues the griffon with the ability to terrify and smite its foes in order to further the will of Xvim.

Xvim

Iyachtu Xvim was the half-fiend son of Bane, the greater deity of Fear, Hatred, and Tyranny. For a period of time after his father's death, he took over his father's portfolio. During his reign, he deliberately implanted his essence into predatory and evil-natured beasts, monstrosities, and aberrations. This transformed the creatures into strong, fiendish abominations. His clergy saw them as physical manifestations of his power and will. Despite his death in 1372 DR when his father consumed his body to return from death, his essence continued to linger throughout the realms. Once in a while, especially when one of his fanatical followers makes a sacrifice to him, another beast of Xvim is born to wreak havoc amongst the enemies of Xvim and Bane. Whether it is the dead Xvim himself or Bane granting the transformation is anybody's guess.

Griffon Alpha

Large Monstrosity, Unaligned

Armor Class 12
Hit Points 68 (8d10 + 24)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	2 (-4)	14 (+2)	10 (+0)

Skills Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Dive Attack. If the griffon is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 7 (2d6) damage to the target.

Keen Sight. The griffon has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The griffon makes two attacks: one with its Beak and one with its Claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Griffon of Xvim

Large Monstrosity, Typically Lawful Evil

Armor Class 13 (natural armor)
Hit Points 66 (7d10 + 28)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	2 (-4)	13 (+1)	14 (+2)

Skills Perception +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities frightened, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Keen Sight. The griffon has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The griffon uses Frightful Presence. It then makes two attacks: one with its Beak and one with its Claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Frightful Presence. Each creature of the griffon's choice that is within 30 feet of the griffon and aware of it must succeed on a DC 12 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the griffon's Frightful Presence for the next 24 hours.

Bonus Actions

Necrotic Smite (3/Day). The griffon deals an extra 9 (2d8) necrotic damage when it hits a creature with a weapon attack, and the target can't regain hit points until the start of the griffon's next turn.

Grimlocks

Brute

The grimlock brute is an unusually large and monstrous specimen compared to its kin. It often serves as a frontline attacker of grimlock war parties or as a personal bodyguard of the tribe's chieftain.

Cavestalker

Cavestalkers are grimlock rangers that developed a talent in killing prey without getting noticed when they are in cave-like terrain.

Chieftain

A grimlock chieftain is usually the largest and most experienced grimlock warrior. It can bash a creature senseless with its monstrous spiked club, and unleash war cries that can induce its brethren into a berserker frenzy when around wounded prey.

Footpad

Grimlock footpad are silent hunters that specialize in attacking a target by surprise. They blend in their natural surroundings, patiently waiting for a potential prey to pass by before moving quietly behind it for a kill.

Shaman

Grimlock shamans are the chieftain's advisors. They also provide spiritual guidance to a grimlock war party before they set out to hunt, blessing them with luck to bring home prey.

If encountered in combat, they become dangerous spellcasters able to harness the Underdark's natural energies and use them against their foes.

Grimlock Brute

Medium Humanoid (Grimlock), Typically Chaotic Evil

Armor Class 13 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	9 (-1)	8 (-1)	6 (-2)

Skills Athletics +6, Perception +3, Stealth +3, Survival +1
Senses blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius), passive Perception 13
Condition Immunities blinded
Languages Undercommon
Challenge 2 (450 XP) **Proficiency Bonus** +2

Blind Senses. The grimlock can't use its blindsight while deafened and unable to smell.

Brute. A melee weapon deals one extra die of its damage when the grimlock hits with it (included in the attack).

Keen Hearing and Smell. The grimlock has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Stone Camouflage. The grimlock has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Bone Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Grimlock Cavestalker

Medium Humanoid (Grimlock), Typically Chaotic Evil

Armor Class 13
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	9 (-1)	12 (+1)	6 (-2)

Skills Athletics +3, Perception +5, Stealth +5
Senses blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius), passive Perception 15
Condition Immunities blinded
Languages Undercommon
Challenge 1 (200 XP) **Proficiency Bonus** +2

Blind Senses. The grimlock can't use its blindsight while deafened and unable to smell.

Cave Strider. Moving through nonmagical difficult cavern or underground terrain doesn't cost the grimlock extra movement.

Keen Hearing and Smell. The grimlock has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Stone Camouflage. The grimlock has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Slay Foe (1/Turn). The grimlock deals an extra 9 (2d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

Actions

Bone Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

Hunter's Mark (2/Day). The grimlock casts *hunter's mark* using Wisdom as the spellcasting ability.

Stealthy. The grimlock takes the Hide action.

Grimlock Chieftain

Medium Humanoid (Grimlock), Typically Chaotic Evil

Armor Class 11
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	16 (+3)	9 (-1)	10 (+0)	8 (-1)

Skills Athletics + 7, Perception + 4, Stealth +3
Senses blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius), passive Perception 14
Condition Immunities blinded
Languages Undercommon
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Blind Senses. The grimlock can't use its blindsight while deafened and unable to smell.

Brute. A melee weapon deals one extra die of its damage when the grimlock hits with it (included in the attack).

Keen Hearing and Smell. The grimlock has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Legendary Resistance (1/Day). If the grimlock fails a saving throw, it can choose to succeed instead.

Stone Camouflage. The grimlock has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Multiattack. The grimlock makes two Spiked Bone Club attacks.

Spiked Bone Club. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) bludgeoning damage plus 5 (2d4) piercing damage.

Bonus Actions

Blood Cry (Recharges after a Short or Long Rest). The grimlock emits a frenzy-inducing war cry. Each grimlock ally that is within 30 feet of this grimlock, can hear the grimlock, and not already affected by Blood Cry deals an extra 4 (1d8) damage on its weapon damage rolls against any creature that doesn't have all its hit points until the start of the grimlock's next turn.

Legendary Actions

The grimlock can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The grimlock regains spent legendary actions at the start of its turn.

Move. The grimlock moves up to half its speed.
Detect. The grimlock makes a Wisdom (Perception) Check.
Club (Costs 2 Actions). The grimlock makes a Spiked Bone Club attack.
Smash (Costs 3 Actions). The grimlock attacks with its Spiked Bone Club. If the attack hits, the target must succeed on a DC 15 Constitution saving throw or be stunned until the end of the grimlock's next turn. If the target fails its saving throw by 5 or more, it is also knocked unconscious for 1 minute. The unconscious target repeats the saving throw if it takes damage and at the end of each of its turns, ending the effect on itself on a success.

Grimlock Footpad

Medium Humanoid (Grimlock), Typically Chaotic Evil

Armor Class 13
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	9 (-1)	10 (+0)	6 (-2)

Skills Athletics +5, Perception + 4, Stealth +6, Survival +4
Senses blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius), passive Perception 14
Condition Immunities blinded
Languages Undercommon
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Blind Senses. The grimlock can't use its blindsight while deafened and unable to smell.

Keen Hearing and Smell. The grimlock has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Sneak Attack (1/Turn). The grimlock deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the grimlock that isn't incapacitated and the grimlock doesn't have disadvantage on the attack roll.

Stone Camouflage. The grimlock has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Bone Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Grimlock Shaman

Medium Humanoid (Grimlock), Typically Chaotic Evil

Armor Class 11
Hit Points 55 (10d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	10 (+0)	14 (+2)	8 (-1)

Skills Athletics +5, Perception + 6, Stealth +3, Survival +4
Senses blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius), passive Perception 16
Condition Immunities blinded
Languages Undercommon
Challenge 3 (700 XP) **Proficiency Bonus** +2

Blind Senses. The grimlock can't use its blindsight while deafened and unable to smell.

Keen Hearing and Smell. The grimlock has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Stone Camouflage. The grimlock has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Actions

Spiked Bone Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) piercing damage.

Spellcasting. The grimlock casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At will: *druidcraft, magic stone, poison spray* (2d12)
2/day each: *earth tremor, spike growth*
1/day each: *hold person, meld into stone, erupting earth, thunderwave*

Hags, Elder

Presented in this section are the elder versions of the green hag, night hag, and sea hag. Elders are hags that have grown more powerful from the knowledge and experience they have gathered through several centuries.

Elder Green Hag

Elder green hags are powerful druids that can draw and channel the magical energies of the swamp where it usually lives. Aside from its many abilities as a hag, it can also let loose a disturbing cackle that can drive any who hear it into insane acts of violence.

Elder green hags subjugate and take command of any humanoid and giant tribes that live nearby its lair and thus, it is not common to have lizardfolk, ogres, redcaps, trolls, ettins, and even hill giants serving as the elder green hag's guards.

Green Hag, Elder

Medium Fey, Typically Neutral Evil

Armor Class 17 (natural armor)
Hit Points 150 (20d8 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	13 (+1)	20 (+5)	14 (+2)

Saving Throws Int +5, Wis +9, Cha +6
Skills Arcana +5, Deception +10, Perception + 9, Stealth +5
Senses darkvision 60 ft., passive Perception 19
Languages Common, Draconic, Sylvan
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Amphibious. The hag can breathe air and water.

Mimicry. The hag can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Spell Penetration. When the hag casts a spell and is interrupted by an enemy's *counterspell*, treat the spell's level as 3 levels higher.

Actions

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its Strength score reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Wildfire. *Ranged Spell Attack:* +9 to hit, range 60 ft., one target. *Hit:* 19 (4d6 + 5) fire damage, and the target is blinded until the start of the hag's next turn.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

Invisible Passage. The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

Spellcasting. The hag casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 17, +9 to hit with spell attacks):

At will: *dancing lights, druidcraft, minor illusion, vicious mockery* (3d4)
2/day each: *charm person, erupting earth, polymorph, spike growth*
1/day each: *bones of the earth, contagion, insect plague*

Maddening Cackle (Recharge 5–6). Each creature within 30 feet of the hag and able to hear the hag must succeed on a DC 17 Charisma saving throw. On a failed save, a creature takes 15 (3d8 + 2) psychic damage, and must use its reaction to move up to half its speed and make a melee weapon attack against one visible creature of the hag's choice. On a successful save, it takes half as much damage with no additional effects. Constructs and Undead are immune to this effect.

Night Hag, Elder

Medium Fiend, Typically Neutral Evil

Armor Class 17 (natural armor)
Hit Points 195 (26d8 + 78)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	16 (+3)	20 (+5)

Saving Throws Int +8, Wis +8, Cha +10
Skills Deception +10, Insight +8, Perception + 8, Stealth +7
Damage Resistances cold, fire; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Condition Immunities charmed
Senses darkvision 120 ft., passive Perception 18
Languages Abyssal, Common, Infernal, Primordial
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Amphibious. The hag can breathe air and water.

Magic Resistance. The hag has advantage on saving throws against spells and other magical effects.

Spell Penetration. When the hag casts a spell and is interrupted by an enemy's *counterspell*, treat the spell's level as 3 levels higher.

Dark One's Own Luck (Recharges after a Short or Long Rest). When the hag makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

Actions

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage. If the target is a creature, it must succeed on a DC 18 Wisdom saving throw or fall unconscious. The creature remains unconscious for 1 minute, or until it takes damage, or someone uses an action to shake or slap the creature awake.

Hellfire. Green flame explodes in a 10-foot-radius sphere centered on a point within 120 feet of the hag. Each creature in that area must make a DC 18 Dexterity saving throw, taking 16 (3d10) fire damage and 11 (2d10) necrotic damage on a failed save, or half as much damage on a successful one.

Change Shape. The hag magically transforms into a Small or Medium female humanoid, or back into her true form, while retaining its game statistics. This transformation ends if the hag is reduced to 0 hit points or uses an action to end it.

Etherealness. The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a *heartstone* in her possession.

Spellcasting. The hag casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18, +10 to hit with spell attacks):

At will: *detect magic, friends, mage hand, magic missile* (5 missiles), *minor illusion, prestidigitation*
2/day each: *ray of enfeeblement, plane shift* (self only), *sleep*
1/day each: *maddening darkness, psychic scream*

Nightmare Haunting (1/Day). While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A protection from evil and good spell cast on the target prevents this contact, as does a magic circle. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's soul bag. The reduction to the target's hit point maximum lasts until removed by the *greater restoration* spell or similar magic.

Stupefying Cackle (Recharge 5–6). Each creature within 30 feet of the hag and able to hear the hag must succeed on a DC 18 Charisma saving throw. On a failed save, a creature takes 23 (4d8 + 5) psychic damage, and falls unconscious. The creature remains unconscious for 1 minute, or until it takes damage, or someone uses an action to shake or slap the creature awake. On a successful save, it takes half as much damage and isn't unconscious. Constructs and Undead are immune to this effect.

Reactions

Fiendish Rebuke (3/Day). In response to being damaged by a visible creature within 60 feet of it, the hag forces that creature to make a DC 15 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

Elder Night Hag

As night hags age, they become powerful warlocks. They also gain the ability to induce creatures to a deep sleep with a single cackle.

Elder night hags normally employ all manner of fiends as its minions, but aswangs (MME III, pg. 17), banderhobbs, oni, jackalweres, and redcaps have also been discovered to serve them as well.

Elder Sea Hag

Elder sea hags become powerful sorcerers that can enhance the spells they cast. When attacked, it can unleash a magical cackle that momentarily confuses the attacker into striking a different target.

Elder sea hags take control of any evil humanoid and giant tribes that live near its lair, as well as other vile monstrosities. They often keep the company of chuuls, deep scions, merrow, sahuagin, and scrag trolls, who serve them as guardians.

Sea Hag, Elder

Medium Fey, Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 120 (16d8 + 48)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	12 (+1)	12 (+1)	19 (+4)

Saving Throws Int +5, Wis +5, Cha +8
Skills Arcana +5, Deception +8, Perception + 5, Stealth +5
Senses darkvision 60 ft., passive Perception 15
Languages Aquan, Common, Giant
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Amphibious. The hag can breathe air and water.

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the hag and can see the hag's true form must make a DC 16 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the hag is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation of the hag's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the hag.

Spell Penetration. When the hag casts a spell and is interrupted by an enemy's *counterspell*, treat the spell's level as 3 levels higher.

Sorcery Points. The hag has 12 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Heightened Spell: When the hag casts a spell that forces a creature to make a saving throw to resist the spell's effects, the hag can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell: When the hag casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Actions

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be poisoned for 24 hours.

Death Glare. The hag targets one frightened creature she can see within 30 feet of her. If the target can see the hag, it must succeed on a DC 16 Wisdom saving throw against this magic or drop to 0 hit points.

Illusory Appearance. The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like an ugly creature of her general size and humanoid shape. The effect ends if the hag takes a bonus action to end it or if she dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have no Claws, but someone touching her hand might feel the Claws. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 21 Intelligence (Investigation) check to discern that the hag is disguised.

Spellcasting. The hag casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *minor illusion, mending, poison spray* (3d12), *shape water*
2/day each: *charm person, tidal wave, watery sphere*
1/day each: *cloudkill, chain lightning, dominate person*

Reactions

Confounding Cackle (Recharge 5–6). When a creature targets the hag or the hag's ally with an attack or harmful spell, and the creature is within 30 feet, visible to and can hear the hag, the hag can force the creature to make a DC 16 Charisma saving throw. On a failed save, the hag chooses another creature within reach or range of the attacker's attack and the chosen creature becomes the target instead. If there are no other creatures within range, the hag imposes disadvantage on the attacker's attack roll instead.

Half-Dragon Dinosaurs

When Tiamat's second coming was thwarted by a group of adventurers, it was the beginning of the end of the sudden rise of the Cult of the Dragon as forces of the Lord's Alliance, the Order of the Gauntlet, and the Harpers systematically struck each of the cult's main lairs. A small group managed to escape and fled to the Chultan peninsula, carting off with them several dozen unhatched dragon eggs. As they began building a foothold in one of its regions, they experimented with combining the dragon eggs with dinosaur ones. While they mostly failed, they were still able to create a few half-draconic amalgamations, which they now use as guards. Some examples of their creations are presented here.

Half-Black Dragon Bagaceratops

Medium Beast, Unaligned

Armor Class 14 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +3
Damage Resistances acid
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages understands Draconic but can't speak it
Challenge 2 (450 XP) **Proficiency Bonus** +2

Charge. If the half-dragon moves at least 10 feet straight toward a target and then hits it with a Gore attack on the same turn, the target takes an extra 7 (2d6) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 12 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing Damage.

Gore. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Acid Breath (Recharge 5–6). The half-dragon exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must succeed on a DC 11 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much on a successful one.

Half-Green Dragon Megaraptor

Large Beast, Unaligned

Armor Class 13 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	17 (+3)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +3
Damage Resistances poison
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages understands Draconic but can't speak it
Challenge 3 (700 XP) **Proficiency Bonus** +2

Pounce. If the half-green dragon megaraptor moves at least 20 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the half-green dragon megaraptor can make one Bite attack against it as a bonus action.

Actions

Multiattack. The half-green dragon megaraptor makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Poison Breath (Recharge 5–6). The half-green dragon megaraptor exhales poison in a 15-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Half-Red Dragon Allosaurus

Large Beast, Unaligned

Armor Class 13 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +5
Damage Resistances fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages understands Draconic but can't speak it
Challenge 3 (700 XP) **Proficiency Bonus** +2

Pounce. If the half-dragon moves at least 30 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the half-dragon can make one Bite attack against it as a bonus action.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Fire Breath (Recharge 5–6). The half-dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

Half-Red Dragon Tyrannosaurus Rex

Huge Beast, Unaligned

Armor Class 13 (natural armor)
Hit Points 136 (13d12 + 52)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +5
Damage Resistances fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages understands Draconic but can't speak it
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Actions

Multiattack. The half-red dragon tyrannosaurus rex makes two attacks: one with its Bite and one with its Tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the half-red dragon tyrannosaurus rex can't Bite another target or use its Fire Breath.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Fire Breath (Recharge 5–6). The half-red dragon tyrannosaurus rex exhales fire in a 30-foot cone. Each creature in that area must succeed on a DC 16 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Harpies

Harpy Witch

A harpy that has made a pact with a fiend, often the demon lord Pazuzu, eventually becomes a harpy witch. They are natural leaders of their flock. When attacked, they can unleash a piercing screech at the attacker that causes it to fumble and take psychic damage.

Harpy Witch Queen

A harpy witch queen is the most powerful and greediest of harpy witches and rules over all harpy flocks throughout its territory, which can stretch for thousands of miles. She constantly schemes on how to attract more adventurers to consume as well as to accumulate treasure. All harpy witches report and pay tribute to her.

A Witch Queen's Lair

The lair of a harpy witch queen is usually the ruins of an elven tower or fortress that is hidden within a dark, gnarly forest or high atop a steep, coastal cliff. The harpy witch queen is always attended to by several harpy witches, which forms her coven. She attracts the company of evil fey such as dark duwendes, quicklings, redcaps,

Harpy Witch

Medium Monstrosity, Typically Chaotic Evil

Armor Class 11 (14 with *mage armor)*
Hit Points 71 (13d8 + 13)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	9 (-1)	12 (+1)	17 (+3)

Saving Throws Wis +3, Cha +5
Skills Arcana +1, Deception +5, Nature +3, Perception +3
Senses passive Perception 13
Languages Common
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Actions

Multiattack. The harpy makes two attacks: one with its Claws and one with its Mace.

Claws. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

Mace. *Melee Weapon Attack*: +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.

Cursed Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 16 (3d8 + 3) psychic damage, and the target has disadvantage on attack rolls, ability checks, and saving throws until the end of the harpy's next turn.

Luring Song. The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 14 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 feet away from the harpy, the target must move on its turn toward the harpy by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it. A target that successfully saves is immune to this harpy's song for the next 24 hours.

Spellcasting. The harpy casts one of the following spells using Charisma as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *dancing lights, disguise self, friends, mage hand, mage armor* (self only), *minor illusion, prestidigitation*
2/day (as 5th-level spells): *bestow curse, dominate beast, fear, greater invisibility, hold monster, synaptic static*

Reactions

Vexing Screech (Recharge 5–6). When a creature within 30 feet of the harpy, is visible to the harpy, and can hear the harpy targets the harpy with an attack or harmful spell, the harpy forces the creature to make a DC 13 Charisma saving throw. On a failed save, the creature takes 18 (4d8) psychic damage and is incapacitated until the end of the harpy's next turn.

and tikbalangs, all of whom work under her employ. A harpy witch queen would also occasionally hire cyclopes if it needs muscle.

Lair Actions

On initiative count 20 (losing initiative ties), the harpy witch queen takes a lair action to cause one of the following effects; the harpy witch queen can't use the same effect two rounds in a row:

- The harpy witch queen casts *bestow curse* (no components required) and doesn't need to maintain concentration of the spell. The effect ends after 1 minute, or if the harpy witch queen uses this lair action again.
- Powerful winds buffet the lair in a 30-foot radius around the harpy witch queen. Each creature other than the harpy witch queen in that area must succeed on a DC 16 Strength saving throw or take 7 (2d6) bludgeoning damage and be knocked prone.
- The harpy witch queen regains 10 hit points.

Regional Effects

The region containing a harpy witch queen's lair is warped by the harpy witch queen's magic, which creates one or more of the following effects:

- Once per day, the harpy witch queen can alter the weather in a 6-mile radius centered on its lair. The harpy witch queen doesn't need to be outdoors; otherwise the effect is identical to the *control weather* spell.
- Winged beasts within 1 mile of the lair become evil and bloodthirsty — even creatures that are normally docile.
- Within 6 miles of the lair, all Wisdom (Insight) checks have disadvantage, and all Charisma (Deception) and Charisma (Persuasion) checks have advantage.

If the harpy witch queen dies, the effects fade over the course of 1d10 days.

Harpy Witch Queen

Medium Monstrosity, Typically Chaotic Evil

Armor Class 12 (15 with *mage armor)*
Hit Points 123 (19d8 + 38)
Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	11 (+0)	14 (+2)	19 (+4)

Saving Throws Wis +6, Cha +8
Skills Arcana +4, Deception +8, Nature +8, Perception +6
Senses passive Perception 16
Languages Common
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Legendary Resistance (1/Day). If the harpy fails a saving throw, she can choose to succeed instead.

Spell Penetration. When the harpy casts a spell and is interrupted by an enemy's *counterspell*, treat the spell's level as 3 levels higher.

Actions

Multiattack. The harpy makes two attacks: one with its Claws and one with its Morningstar.

Claws. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Morningstar. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 14 (4d6) poison damage.

Cursed Bolt. *Ranged Spell Attack:* +8 to hit, range 60 ft., one target. *Hit:* 22 (4d8 + 4) psychic damage, and the target has disadvantage on attack rolls, ability checks, and saving throws until the end of the harpy's next turn.

Luring Song. The harpy sings a magical melody. Every humanoid and harpy within 300 feet of the harpy that can hear the song must succeed on a DC 16 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on her subsequent turns to continue singing. She can stop singing at any time. The song ends if the harpy is incapacitated.

While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 feet away from the harpy, the target must move on its turn toward the harpy by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it. A target that successfully saves is immune to this harpy's song for the next 24 hours.

Spellcasting. The harpy casts one of the following spells using Charisma as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *disguise self, friends, mage armor* (self only), *mage hand, minor illusion, prestidigitation*
2/day (as 5th-level spells): *dispel magic, fear, greater invisibility, hold monster, synaptic static*
1/day each: *circle of death, dominate monster, power word pain*

Reactions

Vexing Screech (Recharge 5–6). When a creature within 30 feet of the harpy, is visible to the harpy, and can hear the harpy targets the harpy with an attack or harmful spell, the harpy forces the creature to make a DC 16 Charisma saving throw. On a failed save, the creature takes 27 (6d8) psychic damage and is incapacitated until the end of the harpy's next turn.

Legendary Actions

The harpy can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The harpy regains spent legendary actions at the start of her turn.

Claws. The harpy attacks with her Claws.
Exert Will. One creature charmed by the harpy that she can see must use its reaction to move up to its speed as she directs or to make a weapon attack against a target that she designates.
Cursed Bolt (Costs 2 Actions). The harpy uses Cursed Bolt.

Hell Hound

Nessian Warhound

In the wilds of the elemental plane of fire, nessian warhounds look like giant hellhounds with coal-black fur. Pups are usually captured by efreet, fire giants, salamanders, and devils. They are often trained as vicious guards and often outfitted with chain mail barding.

Nessian Warhound

Large Fiend, Typically Lawful Evil

Armor Class 16 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	18 (+4)	4 (-3)	15 (+2)	6 (-2)

Skills Perception +8
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 18
Languages understands Infernal but can't speak it
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Keen Hearing and Smell. The warhound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The warhound has advantage on an attack roll against a creature if at least one of the warhound's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pounce. If the warhound moves at least 30 feet straight toward a creature and then hits it with a Bite attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 10 (3d6) fire damage.

Fire Breath (Recharge 5–6). The warhound exhales fire in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

Helmed Horror

Battle Horror

A battle horror is a larger and more powerful version of the helmed horror. Aside from the normal qualities of a helmed horror, it has the ability to redirect a spell that was thrown at it. It has magical armor and its weapon is always enchanted with the flaming, lightning, or frost quality, although flaming appears to be the most common. When a battle horror is destroyed, the weapon and its armor lose their magical qualities.

Battle Horror

Large Construct, Typically Neutral

Armor Class 21 (*+3 plate*)
Hit Points 126 (12d10 + 60)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +8
Damage Immunities force, necrotic, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned
Senses truesight 60 ft. (blind beyond this radius), passive Perception 18
Languages understands the languages of its creator but can't speak
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Magic Resistance. The battle horror has advantage on saving throws against spells and other magical effects.

Magic Weapons. The battle horror's weapon attacks are magical.

Spell Immunity. The battle horror is immune to six spells chosen by its creator. Typical immunities include *fireball, heat metal*, and *lightning bolt*.

Actions

Multiattack. The battle horror makes three Greatsword attacks.

Greatsword. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage plus 7 (2d6) fire damage.

Reactions

Parry. The battle horror adds 4 to its AC against one melee attack that would hit it. To do so, the battle horror must see the attacker and be wielding a melee weapon.

Spell Reflection. If the battle horror makes a successful saving throw against a spell, or a spell attack misses it, the battle horror can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the battle horror. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

Hippogriffs

Alpha

A hippogriff alpha is the leader of a hippogriff pack and is often the largest male in the group.

War Hippogriff

When hippogriffs are captured young and trained, they can become war hippogriffs. They can kick foes with their hooves if an unsuspecting creature moves too close to it.

Hippogriff Alpha

Large Monstrosity, Unaligned

Armor Class 12
Hit Points 37 (5d10 + 10)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	15 (+2)	2 (-4)	14 (+2)	10 (+0)

Skills Perception +6
Senses passive Perception 16
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Keen Sight. The hippogriff has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The hippogriff makes two attacks: one with its Beak and one with its Claws.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

War Hippogriff

Large Monstrosity, Unaligned

Armor Class 16 (scale mail)
Hit Points 59 (7d10 + 21)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	2 (-4)	14 (+2)	10 (+0)

Skills Perception +6
Senses passive Perception 16
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Keen Sight. The hippogriff has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The hippogriff makes two attacks: one with its Beak and one with its Claws.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage and if the target is a Large or smaller creature it must succeed on a DC 14 Strength saving throw or be pushed 5 feet away and be knocked prone.

Reactions

Rear Kick (Recharge 4–6). When a creature ends its turn within 5 feet of the hippogriff and is visible to the hippogriff, the hippogriff can attack it with its Hooves.

Hobgoblins

Dreadmaster

A hobgoblin dreadmaster is a blackguard serving the god Bane. They are tasked to plan battle strategies and lead troops into battle.

Dread Companion. Dreadmasters always have a special beast or monstrous companion known as a dread beast that has absolute loyalty to its dreadmaster. Typical dread beasts are displacer beasts, hell hounds, and nightmares.

Hobgoblin Dreadmaster

Medium Humanoid (Goblinoid), Typically Lawful Evil

Armor Class 19 (splint, shield)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	10 (+0)	10 (+0)	16 (+3)

Saving Throws Str +6, Con +5, Wis +3, Cha +6
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Aura of Dread. A creature hostile to the hobgoblin that starts its turn within 20 feet of the hobgoblin must succeed on a DC 14 Wisdom saving throw, unless the hobgoblin is incapacitated. On a failed save, the target is frightened until the start of its next turn. While frightened in this way, the target can't perform any actions except move up to half its speed. If a creature's saving throw is successful, the creature is immune to the hobgoblin's Aura of Dread for the next 24 hours.

Martial Advantage (1/Turn). The hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

Actions

Multiattack. The hobgoblin makes two Morningstar attacks or two Longbow attacks. It can use Command Ally in place of one weapon attack.

Longsword. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, plus 4 (1d8) psychic damage and the target has disadvantage to Wisdom saving throws until the end of the hobgoblin's next turn.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 4 (1d8) piercing damage.

Command Ally. The hobgoblin targets an ally within 30 feet that can see and hear the hobgoblin. The target uses its reaction to move up to half its speed and make one melee attack.

Spellcasting. The hobgoblin casts one of the following spells using Charisma as the spellcasting ability (spell save DC 14):

3/day each: *command, hold person*
1/day each: *crusader's mantle, haste*

Dreadmaster's Presence (Recharge 5–6). Each ally within 30 feet of the hobgoblin, can see the hobgoblin, and not already affected by Dreadmaster's Presence gain advantage on attack rolls until the start of the hobgoblin's next turn. Each creature of the hobgoblin's choice that it can see within 30 feet of it and not already affected by Dreadmaster's Presence become frightened until the start of the hobgoblin's next turn.

Scout

Hobgoblin scouts serve as rangers and spies for the hobgoblin army. In battle, they provide long range support.

Hobgoblin Scout

Medium Humanoid (Goblinoid), Typically Lawful Evil

Armor Class 17 (studded leather, shield)
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	10 (+0)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 1 (200 XP) **Proficiency Bonus** +2

Martial Advantage (1/Turn). The hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

Actions

Multiattack. The hobgoblin makes two Shortsword attacks or two Longbow attacks.

Shortsword. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Bonus Actions

Lightfooted. The hobgoblin takes the Dash or Disengage action.

Hobgoblin Talon of Tiamat

Medium Humanoid (Goblinoid), Typically Lawful Evil

Armor Class 17 (scale mail, shield)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	16 (+3)

Saving Throws Con +5, Wis +3, Cha +6
Skills Arcana +3, Intimidation +6, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Common, Goblin
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Arcane Advantage (1/Turn). The hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a damaging spell attack if that creature is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

Martial Advantage (1/Turn). The hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

Sorcery Points. The hobgoblin has 6 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Empowered Spell: When the hobgoblin rolls damage for a spell, it can spend 1 sorcery point to reroll up to 3 damage dice. It must use the new rolls. It can use Empowered Spell even if it has already used a different Metamagic option during the casting of the spell.

Quickened Spell: When the hobgoblin casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Actions

Multiattack. The hobgoblin makes two Chromatic Strike attacks.

Chromatic Strike. *Melee or Ranged Spell Attack:* +6 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 10 (3d6) acid, cold, fire, lightning, or poison damage (the hobgoblin's choice).

Spellcasting. The hobgoblin casts one of the following spells using Charisma as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *control flames, mage hand, minor illusion, prestidigitation*
3/day each: *mirror image, thunderwave*
1/day each: *fireball, fly, lightning bolt*

Acid Breath (1/Day). The hobgoblin exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must succeed on a DC 13 Dexterity saving throw, taking 17 (5d6) acid damage on a failed save, or half as much damage on a successful one.

Fire Breath (1/Day). The hobgoblin exhales fire in a 15-foot cone. Each creature in that area must succeed on a DC 13 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damage on a successful one.

Talon of Tiamat

The Talon of Tiamat is a champion of the Dragon Queen and all evil dragons. It serves to enforce the Dark Lady's will by destroying metallic dragons and its allies, such as the Harpers and the Lord's Alliance.

Aside from its sorcerous abilities, it can also magically breathe two types of dragon fire at its foes.

Veteran

The hobgoblin veteran normally trains young hobgoblins for war and is often encountered with them. The veteran is an effective combatant due to its experience and familiarity with how its allies fight.

War Priest

The war priest is a worshipper of Maglubiyet, the goblinoid god of war and domination. They are usually found leading goblinoid armies to battle or planning military strategies with other goblinoid leaders. It prefers to use its spells to wreak havoc on its foes rather than heal its wounded allies.

Hobgoblin Veteran

Medium Humanoid (Goblinoid), Typically Lawful Evil

Armor Class 18 (chain mail, shield)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 2 (450 XP) **Proficiency Bonus** +2

Martial Advantage (1/Turn). The hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

Actions

Multiattack. The hobgoblin makes two Longsword attacks or two Longbow attacks.

Longsword. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Reactions

Command Retaliation. In response to a creature missing the hobgoblin with a melee attack and the attacker is visible to the hobgoblin, it can target an ally within 5 feet of the creature. If the ally can see and hear the hobgoblin, it uses its reaction to make one melee weapon attack against the creature with advantage on the attack roll.

Hobgoblin War Priest

Medium Humanoid (Goblinoid), Typically Lawful Evil

Armor Class 18 (chain mail, shield)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Con +4, Wis +5
Skills Intimidation +5, Religion +2
Senses darkvision 60 ft., passive Perception 13
Languages Common, Goblin
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Martial Advantage (1/Turn). The hobgoblin can deal an extra 10 (3d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin and that ally isn't incapacitated.

Actions

Multiattack. The hobgoblin makes one Heavy Mace attack and uses Holy Fire.

Heavy Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) necrotic damage.

Holy Fire. The hobgoblin targets one creature it can see within 60 feet of it. The target makes a DC 14 Wisdom saving throw. On a failed save, the target takes 12 (2d8 + 3) radiant damage and is blinded until the start of the hobgoblin's next turn. On a successful save, the target takes half as much damage and isn't blinded.

Spellcasting. The hobgoblin casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *guidance, light, thaumaturgy*
1/day each: *bane, cure wounds, crusader's mantle, dispel magic, hold person, revivify, spirit guardians*

Reactions

Maglubiyet's Guidance (3/Day). The hobgoblin grants a + 5 bonus to an attack roll, ability check, or saving throw made by itself or another goblinoid within 30 feet of it. The hobgoblin can make this choice after the roll is made but before the result is determined.

Hook Horrors

Alpha

The hook horror alpha is always the largest and most battle-scarred hook horror in its pack. It leads hunting forays into humanoid territories and is always the first to strike.

Beak Strike. During combat, after hitting its prey with both its hooks, it can make a Beak attack.

Clan Mother

The monstrous clan mother is a hulking 15-foot-tall matriarch of the hook horrors. It can attack with both its hooks and its beak with devastating strength.

Hook Horror Alpha

Large Monstrosity, Typically Neutral

Armor Class 16 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	6 (-2)	13 (+1)	7 (-2)

Skills Perception +4
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 14
Languages Hook Horror
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Echolocation. The hook horror can't use its blindsight while deafened.

Keen Hearing. The hook horror has advantage on Wisdom (Perception) checks that rely on hearing.

Pack Tactics. The hook horror has advantage on an attack roll against a creature if at least one of the hook horror's allies is within 5 feet of the creature and the ally isn't incapacitated.

Packmaster. An ally within 5 feet of the hook horror has advantage on attack rolls against a creature that is within 5 feet of the hook horror and another ally, provided the hook horror and the other ally aren't incapacitated.

Actions

Multiattack. The hook horror makes two Hook attacks. If both Hook attacks hit the same creature, the hook horror can make one Beak attack against it as a bonus action.

Hook. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Hook Horror Clan Mother

Huge Monstrosity, Typically Neutral

Armor Class 17 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	6 (-2)	14 (+2)	8 (-1)

Skills Perception +5
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 15
Languages Hook Horror
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Echolocation. The hook horror can't use her blindsight while deafened.

Keen Hearing. The hook horror has advantage on Wisdom (Perception) checks that rely on hearing.

Pack Tactics. The hook horror has advantage on an attack roll against a creature if at least one of the hook horror's allies is within 5 feet of the creature and the ally isn't incapacitated.

Packmaster. An ally within 5 feet of the hook horror has advantage on attack rolls against a creature that is within 5 feet of the hook horror and another ally, provided the hook horror and the other ally aren't incapacitated.

Actions

Multiattack. The hook horror makes one Beak attack and two Hook attacks.

Beak. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Hook. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained and the hook horror can automatically hit the target with its Hook attack but can't use one of its Hook attacks against other targets.

Hydras

Cryohydra

The cryohydra has a mottled white hide with a pale white underside. Each of its heads can breathe frost in a 15-foot cone, but since the hydra has only one set of lungs, only one of the heads can do so per turn. They are normally found in arctic regions, such as glaciers and icy caverns. Frost giants sometimes keep them as guards.

Fen Hydra

The fen hydra is a smaller and legless species of hydra. While it can slither on land, it is an excellent swimmer and is commonly encountered submerged in flooded marshy terrain or large bodies of water.

Cryohydra

Huge Monstrosity, Unaligned

Armor Class 15 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +8
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 18
Languages —
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The hydra makes as many Bite attacks as it has heads, one of which it can replace with one use of Cold Breath.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 3 (1d6) cold damage.

Cold Breath (1/Turn). One of the hydra's heads exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must succeed on a DC 17 Dexterity saving throw, taking 17 (5d6) cold damage on a failed save, or half as much damage on a successful one.

Fen Hydra

Large Monstrosity, Unaligned

Armor Class 14 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	2 (-4)	10 (+0)	6 (-2)

Skills Perception +6
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Amphibious. The hydra can breathe air and water.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 20 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 8 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

Actions

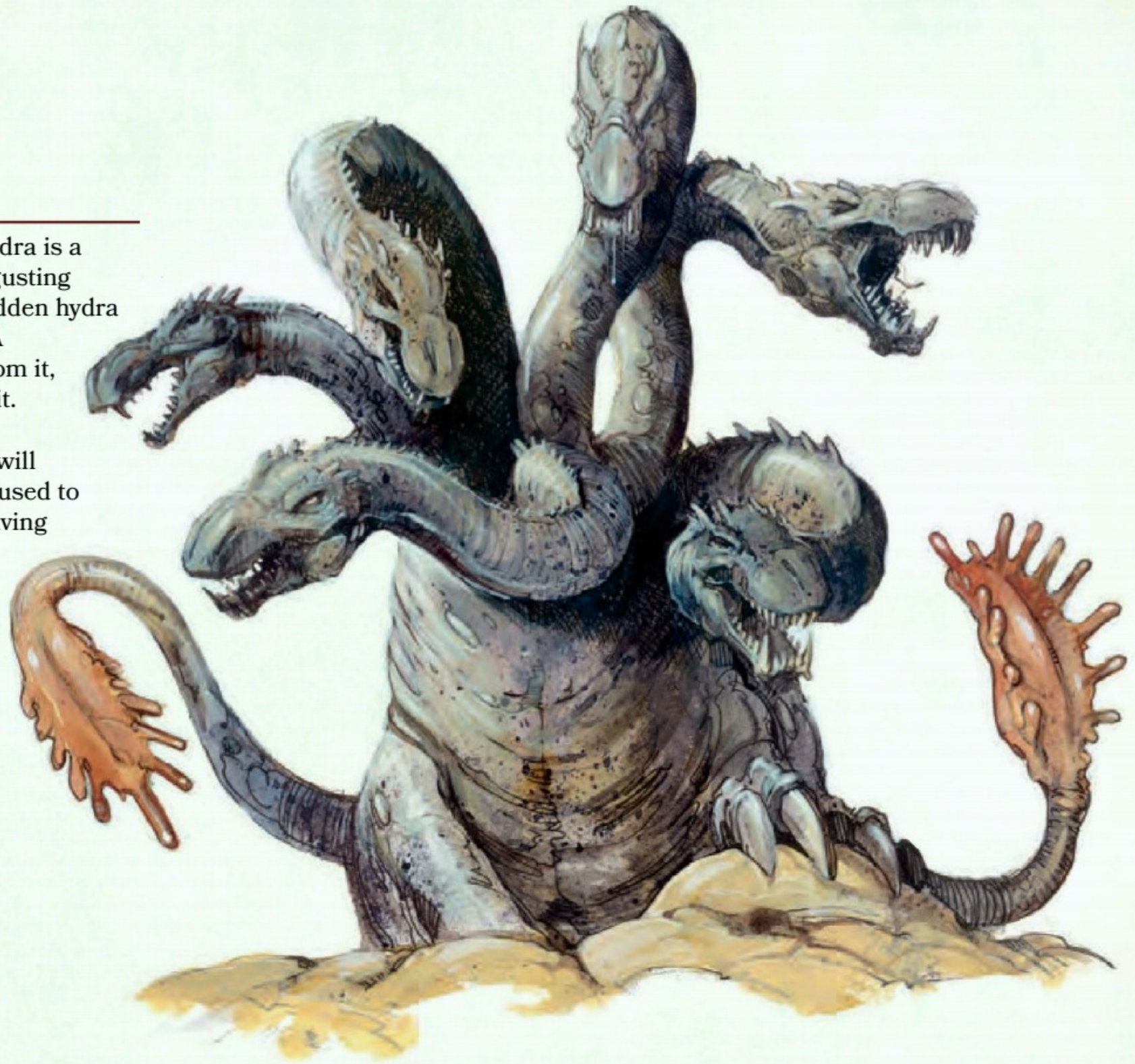
Multiattack. The hydra makes as many Bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Gulguthydra

The bizarre and horrid gulguthydra is a hybrid mix of hydra and the disgusting otyugh. It looks like a disease-ridden hydra with two otyugh-like tentacles. A horrendous stench emanates from it, nauseating any who come near it.

Carnivorous Scavenger. The gulguthydra is a scavenger that will try to eat anything that looks or used to look alive. It will always prefer living creatures over carrion. It can devastate a whole ecosystem if left unchecked. Fortunately, they are extremely rare.



Gulguthydra

Huge Monstrosity, Typically Neutral

Armor Class 16 (natural armor)
Hit Points 225 (18d12 + 108)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	22 (+6)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +10
Damage Immunities acid
Senses darkvision 60 ft., passive Perception 20
Languages —
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 40 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 15 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Stench. Any creature that starts its turn within 10 feet of the gulguthydra must succeed on a DC 19 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the gulguthydra's Stench for 24 hours.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The hydra makes as many Bite attacks as it has heads, and two Tentacle attacks. It can replace both Tentacle attacks with Tentacle Slam.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 11 (1d10 + 6) piercing damage. If the target is a creature, it must succeed on a DC 19 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tentacle. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 9 (2d8) piercing damage. If the target is Large or smaller, it is grappled (escape DC 16) and restrained until the grapple ends. The gulguthydra has two tentacles, each of which can grapple one target.

Tentacle Slam. The gulguthydra slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 19 Strength saving throw or take 20 (4d6 + 6) bludgeoning damage and be stunned until the end of the gulguthydra's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Mordant

The mordant hydra has a dark purple and mottled hide with a light purplish underside. Each of its heads can breathe acid in a 30-foot line but since the hydra has only one set of lungs, only one of the heads can do so per turn.

Pyrohydra

The pyrohydra has a scaly, dark red hide with a light underside. Each of its heads can breathe fire in a 15-foot cone, but since the hydra has only one set of lungs, only one of the heads can do so per turn. It can normally be found in the hottest of environments, such as a lava-filled cavern or inside an active volcano's basin. They are sometimes kept as guards by fire giants and efreet.

Mordant Hydra

Huge Monstrosity, Unaligned

Armor Class 16 (natural armor)
Hit Points 212 (17d12 + 102)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	22 (+6)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +10
Damage Immunities acid
Senses darkvision 60 ft., passive Perception 20
Languages —
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 40 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 15 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The hydra makes as many Bite attacks as it has heads, one of which it can replace with one use of Acid Breath.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 11 (1d10 + 6) piercing damage plus 5 (1d10) acid damage.

Acid Breath (1/Turn). One of the hydra's heads exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must succeed on a DC 19 Dexterity saving throw, taking 27 (5d10) acid damage on a failed save, or half as much damage on a successful one.

Pyrohydra

Huge Monstrosity, Unaligned

Armor Class 15 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +8
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 18
Languages —
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 30 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken cold damage since its last turn. The hydra regains 12 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

Actions

Multiattack. The hydra makes as many Bite attacks as it has heads, one of which it can replace with one use of Fire Breath.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 4 (1d8) fire damage.

Fire Breath (1/Turn). One of the hydra's heads exhales fire in a 15-foot cone. Each creature in that area must succeed on a DC 17 Dexterity saving throw, taking 22 (5d8) fire damage on a failed save, or half as much damage on a successful one.

Jackalweres

Beguiler

A few jackalweres originate from the Feywild and may exhibit magical abilities. Some of these become warlock tricksters known as beguilers after forming pacts with powerful fey entities, such as hags and members of the Unseelie Court.

Deceiver

Some jackalweres exhibit uncanny intelligence and develop a talent for deception. These jackalwere deceivers become bards and are sent to the College of Whispers by their masters. With their new abilities, these jackalweres are used for the more complex missions of assassination, spreading false information, sabotage, and spying.

Jackalwere deceivers will never put themselves at risk unnecessarily, such as physically engaging in a fight. They will always try to outwit or negotiate their way out of a bind.

Thug

A typical jackalwere would never attack in the open and will always prefer a more subtle way to get at its intended victims. A jackalwere thug, on the other hand, does not have the patience and will simply ambush its prey or overwhelm it through sheer numbers. They are still cowards though and flee if they feel they cannot win the fight without it costing a lot.

Jackalwere Beguiler

Medium Humanoid (Shapechanger), Typically Lawful Evil

Armor Class 12
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	14 (+2)	14 (+2)	12 (+1)	16 (+3)

Skills Deception +7, Perception +3, Stealth +4
Immunities bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered
Senses passive Perception 13
Languages Common (can't speak in jackal form)
Challenge 3 (700 XP) **Proficiency Bonus** +2

Keen Hearing and Smell. The jackalwere has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The jackalwere has advantage on an attack roll against a creature if at least one of the warhound's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The jackalwere makes two attacks: one with its Bite and one with its Scimitar. Alternatively, it can make one melee weapon attack and use Beguile or Spellcasting.

Bite (Jackal or Hybrid Form Only). *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 2) piercing damage.

Scimitar (Human or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Beguile. The jackalwere targets one creature it can see within 30 feet of it. If the target can see and hear the jackalwere, it must make a DC 13 Wisdom saving throw. On a failed save, the target takes 10 (3d6) psychic damage and must use its reaction to make a weapon attack against a target that the jackalwere designates. Constructs, Undead, and creatures with immunity to charm are immune to this effect.

Sleep Gaze. The jackalwere gazes at one creature it can see within 30 feet of it. The target must make a DC 13 Wisdom saving throw. On a failed save, the target succumbs to a magical slumber, falling unconscious for 10 minutes or until someone uses an action to shake the target awake. A creature that successfully saves against the effect is immune to this jackalwere's gaze for the next 24 hours. Undead and creatures immune to being charmed aren't affected by it.

Spellcasting. The satyr casts one of the following spells using Charisma as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *dancing lights, eldritch blast* (2 beams), *friends, mage hand, minor illusion, prestidigitation, vicious mockery* (2d4)
3/day (as 4th-level spells): *charm person, dimension door, dispel magic, fear, Raulothim's psychic lance, phantasmal force*

Change Shape. The jackalwere magically transforms into a specific Medium human or a jackal-humanoid hybrid, or back into its true form (that of a Small jackal), while retaining its game statistics (other than its size). This transformation ends if the jackalwere is reduced to 0 hit points or uses a bonus action to end it.

Reactions

Misty Escape (Recharges after a Short or Long Rest). In response to taking damage, the jackalwere turns invisible and teleports up to 60 feet to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks, makes a damage roll, or casts a spell.

Jackalwere Deceiver

Medium Humanoid (Shapechanger), Typically Lawful Evil

Armor Class 12
Hit Points 49 (9d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	14 (+2)	12 (+1)	16 (+3)

Skills Deception +7, Perception +3, Stealth +4
Immunities bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered
Senses passive Perception 13
Languages Common (can't speak in jackal form)
Challenge 2 (450 XP) **Proficiency Bonus** +2

Keen Hearing and Smell. The jackalwere has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The jackalwere has advantage on an attack roll against a creature if at least one of the warhound's allies is within 5 feet of the creature and the ally isn't incapacitated.

Psychic Blades (3/Day). The jackalwere deals an extra 10 (3d6) psychic damage when it hits a target with a weapon attack.

Actions

Bite (Jackal or Hybrid Form Only). *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Scimitar (Human or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Sleep Gaze. The jackalwere gazes at one creature it can see within 30 feet of it. The target must make a DC 13 Wisdom saving throw. On a failed save, the target succumbs to a magical slumber, falling unconscious for 10 minutes or until someone uses an action to shake the target awake. A creature that successfully saves against the effect is immune to this jackalwere's gaze for the next 24 hours. Undead and creatures immune to being charmed aren't affected by it.

Spellcasting. The jackalwere casts one of the following spells using Charisma as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *minor illusion, thunderclap* (2d6), *vicious mockery* (2d4)
1/day each: *blindness/deafness, charm person, dissonant whispers, earth tremor, enemies abound, hold person, major image, thunderwave*

Change Shape. The jackalwere magically transforms into a specific Medium human or a jackal-humanoid hybrid, or back into its true form (that of a Small jackal), while retaining its game statistics (other than its size). This transformation ends if the jackalwere is reduced to 0 hit points or uses a bonus action to end it.

Bonus Actions

Dark Whispers. The jackalwere targets one creature within 30 feet of it. If the target can hear the jackalwere, the target must succeed on a DC 13 Charisma saving throw or be frightened for 1 minute. While frightened in this way, a creature must take the Dash action and move away from the jackalwere by the safest available route on each of its turns, unless there is nowhere to move, in which case it needn't take the Dash action. If the creature ends its turn in a location where it doesn't have line of sight to the jackalwere, the creature can repeat the saving throw. On a success, the effect ends.

Reactions

Vexing Howl (Recharge 4–6). When a creature within 30 feet of the jackalwere, is visible to the jackalwere, and can hear the jackalwere makes an attack roll but before the outcome is determined, the jackalwere can impose disadvantage to the creature's attack roll. If the attack misses, the creature must succeed on a DC 13 Charisma saving throw or take 13 (3d8) psychic damage and is knocked prone.

Jackalwere Thug

Medium Humanoid (Shapechanger), Typically Lawful Evil

Armor Class 13
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	13 (+1)	11 (+0)	10 (+0)

Skills Deception +4, Perception +2, Stealth +5
Immunities bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered
Senses passive Perception 12
Languages Common (can't speak in jackal form)
Challenge 1 (200 XP) **Proficiency Bonus** +2

Keen Hearing and Smell. The jackalwere has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The jackalwere has advantage on an attack roll against a creature if at least one of the jackalwere's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sneak Attack (1/Turn). The jackalwere deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the jackalwere that isn't incapacitated and the jackalwere doesn't have disadvantage on the attack roll.

Actions

Bite (Jackal or Hybrid Form Only). *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Scimitar (Human or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Sleep Gaze. The jackalwere gazes at one creature it can see within 30 feet of it. The target must make a DC 10 Wisdom saving throw. On a failed save, the target succumbs to a magical slumber, falling unconscious for 10 minutes or until someone uses an action to shake the target awake. A creature that successfully saves against the effect is immune to this jackalwere's gaze for the next 24 hours. Undead and creatures immune to being charmed aren't affected by it.

Change Shape. The jackalwere magically transforms into a specific Medium human or a jackal-humanoid hybrid, or back into its true form (that of a Small jackal), while retaining its game statistics (other than its size). This transformation ends if the jackalwere is reduced to 0 hit points or uses a bonus action to end it.

Kenku

Gang Boss

The kenku gang boss, also called the shatei-gashira, is the head of all the local kenku gangs. All local kenku gang leaders report and pay tribute to the gang boss.

While kenku gangs mostly operate as thieves and extortionists, the kenku gang boss will sometimes be hired or given orders by the godfather, to take on more devious operations such as assassinations, arsons, and kidnappings.

Godfather

The kenku godfather, also called the oyabun, is the head of the family or criminal network. All gang bosses report and pay tribute to the godfather. The kenku godfather is also often the guild master of the local thieves' guild.

Eagle Claw

Kenku eagle claws are martial arts specialists. They are normally used as guards but are sometimes sent on missions that require a target to be subdued or kidnapped.

Sneak

The kenku sneaks form the majority of kenku gangs. They are expert con artists, lockpicks, pickpockets, and thieves. They know all the streets and structures where they operate like the back of their hand, and can almost always break into any building without getting detected.

Kenku Gang Boss

Medium Humanoid (Kenku), Typically Chaotic Neutral

Armor Class 13
Hit Points 49 (9d8 + 9)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	12 (+1)	12 (+1)	12 (+1)

Skills Deception +5, Intimidation +5, Perception +3, Stealth +7
Senses passive Perception 13
Languages understands Auran and Common but speaks only through the use of its Mimicry trait
Challenge 2 (450 XP) **Proficiency Bonus** +2

Ambusher. The kenku has advantage on attack rolls against any creature it has surprised.

Ganglord's Presence. A kenku ally that starts is turn within 30 feet of this kenku and can see and hear this kenku deals an extra 3 (1d6) damage on its weapon damage rolls against a creature if at least two of the kenku's allies are within 5 feet of the creature and the ally isn't incapacitated.

Mimicry. The kenku can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Sneak Attack (1/Turn). The kenku deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the kenku that isn't incapacitated and the kenku doesn't have disadvantage on the attack roll.

Actions

Multiattack. The kenku makes two Shortsword attacks or two Shortbow attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

Cunning Action. The kenku performs the Dash, Disengage, or Hide action.

Kenku Godfather

Medium Humanoid (Kenku), Typically Chaotic Neutral

Armor Class 14
Hit Points 66 (12d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	12 (+1)	12 (+1)	12 (+1)

Skills Deception +5, Intimidation +5, Perception +3, Stealth +8
Senses passive Perception 13
Languages understands Auran and Common but speaks only through the use of its Mimicry trait
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Ambusher. The kenku has advantage on attack rolls against any creature it has surprised.

Ganglord's Presence. A kenku ally that starts is turn within 30 feet of this kenku and can see and hear this kenku deals an extra 3 (1d6) damage on its weapon damage rolls against a creature if at least two of the kenku's allies are within 5 feet of the creature and the ally isn't incapacitated.

Mimicry. The kenku can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Sneak Attack (1/Turn). The kenku deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the kenku that isn't incapacitated and the kenku doesn't have disadvantage on the attack roll.

Actions

Multiattack. The kenku makes two Shortsword attacks or two Shortbow attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

Cunning Action. The kenku performs the Dash, Disengage, or Hide action.

Legendary Actions

The kenku can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kenku regains spent legendary actions at the start of its turn.

Shift. The kenku moves up to half its speed without provoking opportunity attacks.

Attack (Costs 2 Actions). The kenku makes a melee or ranged attack.

Sly Command (Costs 1-3 Actions). The kenku targets up to 3 allies it can see within 30 feet of it. If the target can see or hear the kenku, the target can use its reaction to make one weapon attack with advantage on the attack roll or move up to half its speed without provoking opportunity attacks. It costs 1 Action per target.

Kenku Eagle Claw

Medium Humanoid (Kenku), Typically Chaotic Neutral

Armor Class 15
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+1)	11 (+0)	14 (+2)	10 (+0)

Skills Deception +4, Perception +4, Stealth +7
Senses passive Perception 14
Languages understands Auran and Common but speaks only through the use of its Mimicry trait
Challenge 1 (200 XP) **Proficiency Bonus** +2

Ambusher. In the first round of combat, the kenku has advantage on attack rolls against any creature it has surprised.

Mimicry. The kenku can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Stunning Strike (3/Day). Once per turn, when the kenku hits a creature with a melee weapon attack, it can force the creature to make a DC 12 Constitution saving throw or be stunned until the end of the creature's next turn.

Unarmored Defense. While the kenku is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Actions

Multiattack. The kenku makes three attacks, each of which can be an Unarmed Strike or a Dart attack.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Kenku Sneak

Medium Humanoid (Kenku), Typically Chaotic Neutral

Armor Class 13
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+1)	11 (+0)	10 (+0)	10 (+0)

Skills Deception +4, Perception +2, Stealth +7
Senses passive Perception 12
Languages understands Auran and Common but speaks only through the use of its Mimicry trait
Challenge 1 (200 XP) **Proficiency Bonus** +2

Ambusher. The kenku has advantage on attack rolls against any creature it has surprised.

Mimicry. The kenku can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Sneak Attack (1/Turn). The kenku deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the kenku that isn't incapacitated and the kenku doesn't have disadvantage on the attack roll.

Actions

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

Cunning Action. The kenku performs the Dash, Disengage, or Hide action.

Kobolds

Dragonwrought Sorcerer

Dragonwrought sorcerers are a very rare type of winged kobolds born with the ability to exhale dragon breath. They show exceptional abilities and intelligence unseen from normal kobolds, and some even become arcane spellcasters. They become natural leaders of their tribe, if not all of the tribes in the region.

Wyrmpriest

A wyrmpriest is a cleric that worships Tiamat and has been blessed with the ability to use dragon breath. The wyrmpriest normally leads the tribe but also fills the role of spiritual advisor to stronger leaders.

Dragonwrought Sorcerer

Small Humanoid (Kobold), Any Alignment

Armor Class 12 (15 with *mage armor)*
Hit Points 44 (8d6 + 16)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	14 (+2)	10 (+0)	11 (+0)	15 (+2)

Skills Arcana + 2, Perception +2, Stealth +4
Damage Immunities fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12
Languages Common, Draconic
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Sorcery Points. The kobold has 6 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Empowered Spell: When the kobold rolls damage for a spell, it can spend 1 sorcery point to reroll up to 3 damage dice. It must use the new rolls. It can use Empowered Spell even if it has already used a different Metamagic option during the casting of the spell.

Quickened Spell: When the kobold casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The kobold makes two Chromatic Strike attacks.

Chromatic Strike. *Melee or Ranged Spell Attack:* +4 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 10 (3d6) acid, cold, fire, lightning, or poison damage (the kobold's choice).

Spellcasting. The kobold casts one of the following spells using Charisma as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At will: *control flames, mage hand, minor illusion*
2/day each: *Aganazzar's scorcher, fireball*
1/day each: *alter self, mage armor, mirror image*

Dragon Breath (Recharge 5–6). The kobold exhales fire in a 15-foot cone. Each creature in that area must succeed on a DC 12 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

Kobold Skirmisher

Small Humanoid (Kobold), Any Alignment

Armor Class 12
Hit Points 7 (3d6 - 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses darkvision 60 ft., passive Perception 8
Languages Common, Draconic
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Skirmish Advantage. Once per turn, the kobold gains advantage on its attack roll when it makes a weapon attack while occupying a space at least 15 feet away from where it started its turn.

Actions

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Bonus Actions

Lightfooted. The kobold takes the Dash or Disengage action.

Reactions

Skirmisher. When an enemy the kobold can see ends its turn within 5 feet of it, the kobold can move up to half its speed. This movement doesn't provoke opportunity attacks.

Kobold Sneak

Small Humanoid (Kobold), Any Alignment

Armor Class 15 (studded leather)
Hit Points 12 (5d6 - 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	9 (-1)	8 (-1)	7 (-2)	8 (-1)

Senses darkvision 60 ft., passive Perception 8
Languages Common, Draconic
Challenge 1 (200 XP) **Proficiency Bonus** +2

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sneak Attack (1/Turn). The kobold deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the kobold that isn't incapacitated and the kobold doesn't have disadvantage on the attack roll.

Actions

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

Cunning Action. The kobold performs the Dash, Disengage, or Hide action.

Kobold Wyrmpriest

Small Humanoid (Kobold), Typically Lawful Evil

Armor Class 13 (leather armor)
Hit Points 17 (7d6 - 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	9 (-1)	8 (-1)	14 (+2)	8 (-1)

Senses darkvision 60 ft., passive Perception 12
Languages Common, Draconic
Challenge 2 (450 XP) **Proficiency Bonus** +2

Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Tiamat's Flame. The kobold targets one creature it can see within 60 feet of it. The target makes a DC 12 Wisdom saving throw. On a failed save, the target takes 11 (2d8 + 2) fire damage and is frightened until the start of the kobold's next turn.

Spellcasting. The kobold casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At will: *mending, resistance, thaumaturgy*
1/day each: *cure wounds, guiding bolt, hold person, feign death, spirit guardians*

Dragon Breath (Recharge 6). The kobold exhales poison in a 15-foot cone. Each creature in that area must succeed on a DC 12 Constitution saving throw, taking 17 (5d6) poison damage on a failed save, or half as much damage on a successful one.

Kraken

Young Kraken

The ancient adult kraken is very rarely seen, as there are almost no survivors to ever tell the story when one encounters it. Young krakens, on the other hand, appear to be the ones that most sailors see and get to live to tell the tale, albeit barely.

These behemoths are huge, despite being just a third the size of the adult kraken. They can attack and sink any of the large ships singlehandedly if not fended off quickly enough.

Young Kraken

Huge Monstrosity (Titan), Typically Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	11 (+0)	21 (+5)	18 (+4)	14 (+2)	16 (+3)

Saving Throws Str +13, Dex +5, Con +10, Int +9, Wis +7
Damage Immunities lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities frightened, paralyzed
Senses truesight 120 ft., passive Perception 12
Languages understands Abyssal, Celestial, Infernal, and Primordial but can't speak, telepathy 120 ft.
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Amphibious. The kraken can breathe air and water.

Freedom of Movement. The kraken ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.

Siege Monster. The kraken deals double damage to objects and structures.

Actions

Multiattack. The kraken makes three Tentacle attacks, each of which it can replace with one use of Fling.

Bite. *Melee Weapon Attack*: +13 to hit, reach 5 ft., one target. *Hit:* 17 (2d8 + 8) piercing damage. If the target is a Medium or smaller creature grappled by the kraken, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the kraken, and it takes 21 (6d6) acid damage at the start of each of the kraken's turns. If the kraken takes 25 damage or more on a single turn from a creature inside it, the kraken must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the kraken. If the kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Tentacle. *Melee Weapon Attack*: +13 to hit, reach 20 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained. The kraken has ten tentacles, each of which can grapple one target.

Fling. One Large or smaller object held or creature grappled by the kraken is thrown up to 40 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 16 Dexterity saving throw or take the same damage and be knocked prone.

Lightning Storm. The kraken magically creates three bolts of lightning, each of which can strike a target the kraken can see within 120 feet of it. A target must make a DC 18 Dexterity saving throw, taking 11 (2d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The kraken can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kraken regains spent legendary actions at the start of its turn.

Tentacle Attack or Fling. The kraken makes one Tentacle attack or uses its Fling.

Lightning Storm (Costs 2 Actions). The kraken uses Lightning Storm.

Ink Cloud (Costs 3 Actions). While underwater, the kraken expels an ink cloud in a 40-foot radius. The cloud spreads around corners, and that area is heavily obscured to creatures other than the kraken. Each creature other than the kraken that ends its turn there must succeed on a DC 18 Constitution saving throw, taking 16 (3d10) poison damage on a failed save, or half as much damage on a successful one. A strong current disperses the cloud, which otherwise disappears at the end of the kraken's next turn.

Kuo-toans

Exalted Whip

An exalted whip is a priest that serves as an intermediary between whips and the archpriest. They manage and train the whips and report everything to the archpriest.

Harpooner

These kuo-toa are expert harpoon throwers. They are normally used to help other kuo-toa hunt and restrain bigger prey or catch intruders.

Monitor

Most kuo-toa enemies (aboleths, illithids, etc.) have abilities to mind control kuo-toa and turn them against their kin. To address this, some kuo-toa are trained to become disciplined and focused martial artists that can resist these psychic attacks, as well as capture or subdue turned or insane kuo-toa.

Kuo-toa Exalted Whip

Medium Humanoid (Kuo-toa), Typically Neutral Evil

Armor Class 12 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	12 (+1)	16 (+3)	12 (+1)

Skills Perception +7, Religion +5
Senses darkvision 120 ft., passive Perception 17
Languages Undercommon
Challenge 3 (700 XP) **Proficiency Bonus** +2

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The kuo-toa makes two attacks: one with its Bite and one with its Pincer Staff.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Pincer Staff. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the kuo-toa can't use its Pincer Staff on another target.

Drown. The kuo-toa targets one enemy it can see within 30 feet of it. The target must succeed on a DC 13 Constitution saving throw or begin choking. The choking creature takes 10 (3d6) necrotic damage and is incapacitated until the end of its next turn, when the effect ends on it. Constructs and Undead are immune to this effect.

Spellcasting. The kuo-toa casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *mending, poison spray* (2d12), *thaumaturgy*
1/day each: *bane, hold person, spirit guardians, tidal wave*

Kuo-toa Harpooner

Medium Humanoid (Kuo-toa), Typically Neutral Evil

Armor Class 11 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +4
Senses darkvision 120 ft., passive Perception 14
Languages Undercommon
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Harpoon. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a Medium or smaller creature, it must succeed on a Strength contest against the kuo-toa or be pulled up to 15 feet toward the kuo-toa.

Grand Monitor

The kuo-toa grand monitors are the highly disciplined and dangerous martial arts masters that normally train young kuo-toa to become monitors.

In combat, they can summon and harness water energy to enhance and supplement their martial arts techniques.

Kuo-toa Monitor

Medium Humanoid (Kuo-toa), Typically Neutral Evil

Armor Class 14 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	12 (+1)	14 (+2)	11 (+0)

Skills Perception +6, Religion +3
Senses darkvision 120 ft., passive Perception 16
Languages Undercommon
Challenge 2 (450 XP) **Proficiency Bonus** +2

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Unarmored Defense. While the kuo-toa is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Stunning Strike (5/Day). Once per turn, when the kuo-toa hits a creature with an Unarmed Strike attack, it can force the creature to make a DC 12 Constitution saving throw or be stunned until the end of the kuo-toa's next turn.

Actions

Multiattack. The kuo-toa makes one Bite attack and two Unarmed Strike attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) lightning damage, and the target can't take reactions until the end of the kuo-toa's next turn.

Kuo-toa Grand Monitor

Medium Humanoid (Kuo-toa), Typically Neutral Evil

Armor Class 16 (natural armor)
Hit Points 104 (16d8 + 32)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	12 (+1)	16 (+3)	11 (+0)

Skills Perception +9, Religion +4
Senses darkvision 120 ft., passive Perception 19
Languages Undercommon
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Amphibious. The kuo-toa can breathe air and water.

Otherworldly Perception. The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Slippery. The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.

Sunlight Sensitivity. While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Unarmored Defense. While the kuo-toa is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Thunder Strike (5/Day). Once per turn, when the kuo-toa hits a creature with an Unarmed Strike attack, it can force the creature to make a DC 14 Constitution saving throw. On a failed save, the creature takes 16 (3d10) thunder damage and is stunned until the end of the kuo-toa's next turn. On a successful save, the creature takes half as much damage and isn't stunned.

Actions

Multiattack. The kuo-toa makes one Bite attack and three Unarmed Strike attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 3 (1d6) lightning damage, and the target can't take reactions until the end of the kuo-toa's next turn.

Bonus Actions

Water Whip (Recharges after a Short or Long Rest). The kuo-toa targets a creature it can see within 30 feet of it. The creature must make a DC 14 Dexterity saving throw. On a failed save, the creature takes 27 (5d10) bludgeoning damage, and the kuo-toa can choose to either knock it prone or pull it up to 25 feet closer to it. On a successful save, the creature takes half as much damage, and doesn't get pulled or knocked prone.

Lamias

Lamia Noble

The rare lamia noble is often mistaken for yuan-ti. They appear as large, handsome, or beautiful human aristocrats with the lower body of a giant constrictor serpent. They are an advanced, ancient, and insidious species of lamia with sorcerous powers and total dominion over the more common lion-bodied lamia. Despite their serpentine forms, they move with surprising grace.

Shapechanging Infiltrators. While lesser lamias have to utilize their innate spellcasting abilities to disguise themselves, lamia nobles can shapechange to humanoid forms at will. They are also more capable of venturing further from their desolate lairs than other lamias. They enter civilized areas in the guise of wealthy merchants to spy and infiltrate the upper-class societies. They rarely show their true form, and anyone who discovers their true nature is swiftly and quietly eliminated.

Lamia Noble

Large Monstrosity, Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	17 (+3)	16 (+3)	16 (+3)	18 (+4)

Skills Arcana +6, Deception +10, Insight +6, Stealth +5
Senses darkvision 120 ft., passive Perception 13
Languages Abyssal, Common
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Magic Resistance. The lamia has advantage on saving throws against spells and other magical effects.

Sorcery Points. The lamia has 6 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Quickened Spell: When the lamia casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Subtle Spell: When the lamia casts a spell, it can spend l sorcery point to cast the spell without any somatic or verbal components.

Spell Penetration. When the lamia casts a spell and is interrupted by an enemy's *counterspell*, treat the spell's level as 3 levels higher.

Actions

Multiattack. The lamia makes three attacks: two with its Longsword and one to Constrict. It can use Intoxicating Touch in place of one Longsword attack.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 10 (3d6) poison damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the lamia can't use Constrict on another target.

Intoxicating Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one target. *Hit:* The target is magically cursed for 1 hour. Until the curse ends, the target has disadvantage on Wisdom saving throws and all ability checks.

Spellcasting. The lamia casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *charm person, fire bolt* (2d10), *mage hand, major image, minor illusion, poison spray* (2d12)
3/day each: *fireball, mirror image, scrying* (as an action), *suggestion*
1/day: *geas*

Change Shape. The lamia magically transforms into a Small or Medium humanoid or back into its true form, while retaining its game statistics. This transformation ends if the lamia is reduced to 0 hit points or uses an action to end it.

Lamia Queen

The lamia queen, also sometimes called the lamia matriarch, is a powerful and incredibly beautiful lamia noble. Rare are those who behold her face and are not instantly lovestruck. She is the supreme ruler of all lamia kind. Treated like a goddess by her subjects, she is a devious, narcissistic, and cunning master manipulator. She constantly schemes of foul plots aimed to further her control over the civilized lands around her lair. She is never without her personal bodyguards.

Lamia Queen

Large Monstrosity, Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 180 (19d10 + 76)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	18 (+4)	18 (+4)	20 (+5)

Saving Throws Int +9, Wis +9, Cha +10
Skills Arcana +9, Deception +15, Insight +9, Persuasion + 15, Stealth +8
Senses darkvision 120 ft., passive Perception 14
Languages Abyssal, Common
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Enthralling Gaze. When a creature that can see the lamia's eyes starts its turn within 30 feet of the lamia, the lamia can force it to make a DC 18 Wisdom saving throw if the lamia isn't incapacitated and can see the creature. On a failed save, the creature is charmed by the lamia until the start of its next turn.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the lamia until the start of its next turn. If the creature looks at the lamia in the meantime, it must immediately make the saving throw.

Greater Spell Penetration. When the lamia casts a spell and is interrupted by an enemy's *counterspell*, treat the spell's level as 5 levels higher.

Legendary Resistance (2/Day). If the lamia fails a saving throw, she can choose to succeed instead.

Sorcery Points. The lamia has 13 sorcery points. She can spend 1 or more sorcery points to gain one of the following benefits:

Heightened Spell: When the lamia casts a spell that forces a creature to make a saving throw to resist the spell's effects, the lamia can spend 3 sorcery points to give one target of the spell disadvantage on her first saving throw against the spell.

Quickened Spell: When the lamia casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Magic Resistance. The lamia has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The lamia makes three attacks: two with its Intoxicating Strike and one to Constrict.

Intoxicating Strike. *Melee or Ranged Spell Attack:* +10 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 18 (3d8 + 5) psychic damage, and the target is magically cursed for 1 hour. Until the curse ends, the target has disadvantage on Wisdom saving throws and all ability checks.

Constrict. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the lamia can't use Constrict on another target.

Spellcasting. The lamia casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18, +10 to hit with spell attacks):

At will: *fire bolt* (3d10), *mage hand, major image, minor illusion*
2/day each: *dimension door, fireball, hold person* (up to two targets), *mirror image, scrying* (as an action), *suggestion*
1/day: *chain lightning, finger of death, geas* (as an action)

Change Shape. The lamia magically transforms into a Small or Medium humanoid or back into its true form, while retaining its game statistics. This transformation ends if the lamia is reduced to 0 hit points or uses an action to end it.

Legendary Actions

The lamia can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The lamia regains spent legendary actions at the start of its turn.

Attack. The lamia makes uses its Intoxicating Strike or Constrict.
Command Thrall. One creature charmed by the lamia that she can see must use its reaction to move up to its speed as she directs or to make a weapon attack against a target that she designates.
Cast a Spell (Costs 2 Actions). The lamia uses Spellcasting.

Liches

This section presents two variety of liches - the banelich and the pactlich. Both liches have the same lair actions and regional effects as the lich (MM, pg. 203).

Banelich

During the time when the Church of Bane first rose to power, its most powerful clergy were slain by the forces of good. Unwilling to risk any more deaths of his most powerful and devout priests, the God of Strife provided the knowledge of a vile rite that would grant the performer immortality in the form of Lichdom.

If the banelich was destroyed but its phylactery was not, it enables the banelich to reform, recover, and return to serve the will of Bane once again.

Banelich

Medium Undead, Typically Lawful Evil

Armor Class 17 (natural armor)
Hit Points 127 (17d8 + 51)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	14 (+2)	20 (+5)	16 (+3)

Saving Throws Con +9, Wis +11, Cha +9
Skills History +8, Insight +11, Perception +11, Religion +8
Damage Resistances cold, lightning, necrotic
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 21
Languages Common plus up to two other languages
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/Day). If the lich fails a saving throw, it can choose to succeed instead.

Rejuvenation. If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Turn Resistance. The lich has advantage on saving throws against any effect that turns Undead.

Actions

Multiattack. The lich makes two Coldfire attacks.

Paralyzing Touch. *Melee Spell Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Coldfire. *Ranged Spell Attack:* +11 to hit, range 60 ft., one target. *Hit:* 10 (3d6) cold damage plus 10 (3d6) necrotic damage.

Spellcasting. The lich casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 19, +11 to hit with spell attacks):

At will: *guidance, mending, thaumaturgy*
3/day each: *command, dispel magic, hold person*
1/day each: *antimagic field, banishment, blade barrier, contagion, flame strike, freedom of movement, gate, guardian of faith**

* The lich casts this spell before combat.

Grasp of Death (1/Day). *Melee Spell Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* The target must succeed on a DC 17 Constitution saving throw or its hit points drop to 0. On a success, a creature takes 28 (8d6) necrotic damage.

Bonus Actions

Divine Word (1/Day). The lich casts *divine word* using Wisdom as the spellcasting ability (spell save DC 19).

Legendary Actions

The lich can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The lich regains spent legendary actions at the start of its turn.

Cantrip. The lich casts a cantrip.
Coldfire. The lich uses its Coldfire.
Paralyzing Touch (Costs 2 Actions). The lich uses its Paralyzing Touch.
Painwrack (Costs 2 Actions). The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 19 Wisdom saving throw against this magic or take 16 (3d10) psychic damage and be stunned for 1 minute. The stunned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, the target takes half as much damage and isn't stunned. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's Painwrack for the next 24 hours.
Disrupt Life (Costs 3 Actions). Each non-Undead creature within 20 feet of the lich must make a DC 19 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

Pactlich

Medium Undead, Any Evil Alignment

Armor Class 17 (natural armor)
Hit Points 127 (17d8 + 51)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	14 (+2)	16 (+3)	20 (+5)

Saving Throws Con +9, Wis +9, Cha +11
Skills Arcana +8, History +8, Insight +9, Perception +9
Damage Resistances cold, lightning, necrotic
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 19
Languages Common plus up to two other languages
Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/Day). If the lich fails a saving throw, it can choose to succeed instead.

Rejuvenation. If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Pactlich

The pactlich was a warlock that negotiated for or was gifted the knowledge of the secret rite to lichdom by its evil patron. The stats presented below is that of a warlock of the fiend.

Turn Resistance. The lich has advantage on saving throws against any effect that turns Undead.

Dark One's Own Luck (Recharges after a Short or Long Rest). When the lich makes an ability check or saving throw, it can add a d10 to the roll. It can do this after the roll is made but before any of the roll's effects occur.

Actions

Paralyzing Touch. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Hellfire. Green flame explodes in a 10-foot-radius sphere centered on a point within 120 feet of the lich. Each creature in that area must make a DC 19 Dexterity saving throw, taking 16 (3d10) fire damage and 11 (2d10) necrotic damage on a failed save, or half as much damage on a successful one.

Spellcasting. The lich casts one of the following spells using Charisma as the spellcasting ability (spell save DC 19):

At will: *dancing lights*, *mage hand*, *minor illusion, prestidigitation*
1/day each: *banishment, circle of death, finger of death, plane shift, psychic scream, maddening darkness*

Reactions

Fiendish Rebuke (3/Day). In response to being damaged by a visible creature within 60 feet of it, the lich forces that creature to make a DC 19 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The lich can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The lich regains spent legendary actions at the start of its turn.

Hellfire. The lich uses Hellfire.
Paralyzing Touch (Costs 2 Actions). The lich uses its Paralyzing Touch.
Frightening Gaze (Costs 2 Actions). The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 19 Wisdom saving throw against this magic or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.
Dark Hunger (Costs 3 Actions). Each living creature within 20 feet of the lich must make a DC 19 Constitution saving throw against this magic, taking 10 (3d6) necrotic damage on a failed save, or half as much damage on a successful one and the lich regains hit points equal to the total damage inflicted.

Lizardfolk

Blackscale Bruiser

The 9-foot-tall hulking blackscale bruisers are dim-witted brutes that enjoy nothing more than inflicting pain and crushing enemies with their clubs. They are always in the front lines of any lizardfolk war party, unintentionally attracting the attention of their foes. Their smaller allies take advantage, skulking behind the blackscale and avoiding missile fire until they are close enough to make their move.

Berserker

These savage and fearless lizardfolk enter into a frenzied state, recklessly hacking at its enemies with no care for its safety.

Blackscale Bruiser

Large Humanoid (Lizardfolk), Typically Neutral

Armor Class 14 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	15 (+2)	5 (-3)	9 (-1)	6 (-2)

Skills Athletics +6, Perception +1, Survival +1
Senses passive Perception 13
Languages Draconic
Challenge 2 (450 XP) **Proficiency Bonus** +2

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Actions

Multiattack. The lizardfolk makes two melee attacks, each one with a different weapon.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage and the target has disadvantage on the next attack roll it makes before the start of the lizardfolk's next turn.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Lizardfolk Berserker

Medium Humanoid (Lizardfolk), Typically Neutral

Armor Class 13 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	7 (-2)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Survival +5
Senses passive Perception 13
Languages Draconic
Challenge 1 (200 XP) **Proficiency Bonus** +2

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Reckless. At the start of its turn, the lizardfolk can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The lizardfolk makes two melee attacks, each one with a different weapon.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Greatclub. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Champion of Sess'innek

Sess'innek, the demon god worshipped by the Lizard Kings, will sometimes instill its essence in one of the Lizard Kings' spawns as a reward for its loyalty. This lizardfolk becomes an incredibly strong warrior that is immune to fear. It becomes the Champion of Sess'innek.

Dragonblood Sorcerer of Tiamat

Once in a while in every generation, a line of evil lizardfolk will be tainted with the essence of Tiamat. These lizardfolk would exhibit arcane talents, and eventually rise to power as sorcerers and lead its tribe against the Dragon Queen's foes.

Lizardfolk Champion of Sess'innek

Medium Humanoid (Lizardfolk), Typically Chaotic Evil

Armor Class 13 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	7 (-2)	14 (+2)	9 (-1)

Skills Athletics +6, Perception +5, Stealth +6, Survival +8
Condition Immunities frightened
Senses passive Perception 15
Languages Draconic
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Brute. A melee weapon deals one extra die of its damage when the lizardfolk hits with it (included in the attack).

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Actions

Multiattack. The lizardfolk makes three melee attacks: one with its Bite and two with its Flail.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Flail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Legendary Actions

The lizardfolk can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The lizardfolk regains spent legendary actions at the start of its turn.

Move. The lizardfolk moves up to half its speed.
Bite. The lizardfolk makes a Bite attack.
Flail (Costs 2 Actions). The lizardfolk makes a Flail attack.
Staggering Strike (Costs 3 Actions). The lizardfolk makes a Flail weapon attack. If the attack hits, the creature must succeed on a DC 14 Constitution saving throw or it takes an extra 9 (2d8) weapon damage, has disadvantage on attack rolls and ability checks, and can't take reactions, until the end of its next turn.

Dragonblood Lizardfolk Sorcerer of Tiamat

Medium Humanoid (Lizardfolk), Typically Neutral Evil

Armor Class 13 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	7 (-2)	12 (+1)	15 (+2)

Skills Perception +3, Religion +2, Survival +5
Damage Resistances acid
Senses passive Perception 13
Languages Draconic
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Sorcery Points. The lizardfolk has 6 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Empowered Spell: When the lizardfolk rolls damage for a spell, it can spend 1 sorcery point to reroll up to 3 damage dice. It must use the new rolls. It can use Empowered Spell even if it has already used a different Metamagic option during the casting of the spell.

Quickened Spell: When the lizardfolk casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Actions

Multiattack. The lizardfolk makes two attacks: one with its Bite and one with Chromatic Strike.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 2 (1d4) acid.

Chromatic Strike. *Melee or Ranged Spell Attack:* +4 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 10 (3d6) acid, cold, fire, lightning, or poison damage (the lizardfolk's choice).

Spellcasting. The lizardfolk casts one of the following spells using Charisma as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At will: *mage hand, minor illusion, shape water*
2/day each: *color spray, Rime's binding ice, lightning bolt*

Dragon Breath (Recharge 5–6). The lizardfolk exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must succeed on a DC 12 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

Swampstalker

Some lizardfolk have perfected the art of moving effortlessly and becoming almost invisible in swampy terrain. At this level of stealth, swampstalkers are able to get in position for the most efficient kills possible.

Witch Doctor

The witch doctors are the priests of the lizardfolk who serve as both tribe healers and spiritual advisors to its chieftains. They commonly worship the goddess Semuanya.

Lizardfolk Swampstalker

Medium Humanoid (Lizardfolk), Typically Neutral

Armor Class 16 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	13 (+1)	7 (-2)	14 (+2)	7 (-2)

Skills Perception +4, Stealth +7, Survival +6
Senses passive Perception 14
Languages Draconic
Challenge 1 (200 XP) **Proficiency Bonus** +2

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Slay Foe (1/Turn). The lizardfolk deals an extra 4 (1d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

Swamp Strider. Moving through nonmagical difficult marshy terrain doesn't cost the lizardfolk extra movement.

Actions

Multiattack. The lizardfolk makes two melee attacks, each one with a different weapon.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) poison damage.

Bonus Actions

Stealthy. On each of its turns, the lizardfolk can use a bonus action to take the Hide action.

Lizardfolk Witch Doctor

Medium Humanoid (Lizardfolk), Typically Neutral

Armor Class 15 (natural armor, shield)
Hit Points 44 (8d8 + 8)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	10 (+0)	15 (+2)	8 (-1)

Skills Perception +4, Stealth +4, Survival +6
Senses passive Perception 14
Languages Draconic
Challenge 3 (700 XP) **Proficiency Bonus** +2

Hold Breath. The lizardfolk can hold its breath for 15 minutes.

Actions

Multiattack. The lizardfolk makes two melee attacks, each one with a different weapon.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Heavy Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Cursed Bolt. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 11 (2d8 + 2) psychic damage, and the target has disadvantage on attack rolls, ability checks, and saving throws until the end of the lizardfolk's next turn.

Spellcasting. The lizardfolk casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At will: *mending, resistance, thaumaturgy*
2/day each: *cure wounds, hold person*
1/day each: *banishment, spirit guardians, revivify*

Lycanthropes

Dire Lycanthropes

A few lycanthropes can shapechange into primeval beast forms or dire beasts. They appear to have been blessed by Malar (if they are neutral or evil) or Mielikki (neutral or good). They are more powerful and dangerous than the normal lycanthropes, as their primeval forms are larger and stronger. They tend to become the champions, if not the main leaders, of their respective packs.

Dire Werebear

Medium Humanoid (Shapechanger), Typically Neutral Good/Evil

Armor Class 10 in Humanoid form, 13 (natural armor) in bear and hybrid form
Hit Points 161 (19d8 + 76)
Speed 30 ft. (40 ft., climb 30 ft. in dire bear or hybrid form)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	11 (+1)	12 (+1)	12 (+1)

Skills Perception +9
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses passive Perception 19
Languages Common (can't speak in bear form)
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Keen Smell. The dire werebear has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. In dire bear form, the dire werebear makes one Bite attack and two Claw attacks. In Humanoid form, it makes three Greataxe attacks. In hybrid form, it can attack like a dire bear or a Humanoid.

Bite (Dire Bear or Hybrid Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage. If the target is a humanoid, it must succeed on a DC 16 Constitution saving throw or be cursed with dire werebear lycanthropy.

Claw (Dire Bear or Hybrid Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

Greataxe (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage, or 18 (2d12 + 5) slashing damage while in hybrid form.

Change Shape. The dire werebear magically transforms into a Large dire bear-humanoid hybrid or into a Large dire bear or back into its true form (humanoid), while retaining its game statistics (other than its size). This transformation ends if the dire werebear is reduced to 0 hit points or uses a bonus action to end it.

Dire Wereboar

Medium Humanoid (Shapechanger), Typically Neutral Evil

Armor Class 10 in humanoid form, 13 (natural armor) in boar and hybrid form
Hit Points 105 (14d8 + 42)
Speed 30 ft. (40 ft. in dire boar form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	10 (+1)	11 (+0)	8 (-1)

Skills Perception +3
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses passive Perception 13
Languages Common (can't speak in boar form)
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Charge (Boar or Hybrid Form Only). If the dire wereboar moves at least 15 feet straight toward a target and then hits it with its Tusks on the same turn, the target takes an extra 10 (3d6) slashing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Actions

Multiattack. In humanoid form, it makes two Maul attacks. In hybrid form, the dire wereboar makes three melee attacks, only one of which can be with its Tusks.

Maul (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, or 18 (4d6 + 4) bludgeoning damage while in hybrid form.

Tusks (Dire Boar or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with dire wereboar lycanthropy.

Change Shape. The dire wereboar magically transforms into a Large dire boar-humanoid hybrid or into a Large dire boar or back into its true form (humanoid), while retaining its game statistics (other than its size). This transformation ends if the dire wereboar is reduced to 0 hit points or uses a bonus action to end it.

Pack Lords

Pack lords are the alphas of the pack, and they are usually the largest and most experienced ones. To become a pack lord requires slaying the current one in single combat.

Dire Weretiger

Medium Humanoid (Shapechanger), Typically Neutral

Armor Class 12 in humanoid form, 13 (natural armor) in tiger and hybrid form
Hit Points 153 (18d8 + 72)
Speed 30 ft. (40 ft. in tiger form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	18 (+4)	10 (+0)	13 (+1)	11 (+0)

Skills Perception +7, Stealth +5
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses passive Perception 17
Languages Common (can't speak in tiger form)
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Keen Hearing and Smell. The dire weretiger has advantage on Wisdom (Perception) checks that rely on hearing and smell.

Pounce. If the dire weretiger moves at least 30 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the dire weretiger can make one Bite attack against it as a bonus action.

Actions

Multiattack. In dire tiger or hybrid form, the dire weretiger makes one Bite attack and two Claw attacks. In humanoid form, it makes three Scimitar attacks or three Longbow attacks.

Bite (Dire Tiger or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be cursed with dire weretiger lycanthropy.

Claw (Dire Tiger or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage.

Change Shape. The dire weretiger magically transforms into a Large dire tiger-humanoid hybrid or into a Large dire tiger or back into its true form (humanoid), while retaining its game statistics (other than its size). This transformation ends if the dire weretiger is reduced to 0 hit points or uses a bonus action to end it.

Dire Werewolf

Medium Humanoid (Shapechanger), Typically Chaotic Evil

Armor Class 11 in humanoid form, 13 (natural armor) in wolf and hybrid form
Hit Points 93 (11d8 + 44)
Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	18 (+4)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +6, Stealth +4
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses passive Perception 16
Languages Common (can't speak in wolf form)
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Keen Hearing and Smell. The dire werewolf has advantage on Wisdom (Perception) checks that rely on hearing and smell.

Actions

Multiattack. In hybrid form, the dire werewolf makes one Bite attack and two Claw attacks. In humanoid form, it makes three Scimitar attacks.

Bite (Dire Wolf or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be cursed with dire werewolf lycanthropy.

Claw (Dire Wolf or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Change Shape. The dire werewolf magically transforms into a Large dire wolf-humanoid hybrid or into a Large dire wolf or back into its true form (humanoid), while retaining its game statistics (other than its size). This transformation ends if the dire werewolf is reduced to 0 hit points or uses a bonus action to end it.

Wererat Captain

A wererat captain is the boss of a local gang of wererats. It reports to and follows the whim of the pack lord. The captain is a crafty veteran that guides its less experienced underlings to fight more efficiently.

Wererat Captain

Medium Humanoid (Shapechanger), Typically Lawful Evil

Armor Class 20 (plate, shield) in humanoid or hybrid form, 12 in rat form
Hit Points 65 (10d8 + 20)
Speed 20 ft. in humanoid or hybrid form, 30 ft. in rat form

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +4
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses darkvision 60 ft., passive Perception 13
Languages Common (can't speak in rat form)
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Keen Smell. The wererat has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The wererat has advantage on an attack roll against a creature if at least one of the wererat's allies is within 5 feet of the creature and the ally isn't incapacitated.

Distracting Strike (1/Turn). When the wererat hits a creature with a weapon attack, the next attack roll against the target by an attacker other than the wererat has advantage if the attack is made before the start of the wererat's next turn.

Actions

Multiattack. The wererat makes three attacks, only one of which can be a Bite. It can use Maneuver Allies in place of one attack.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage. lf the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with wererat lycanthropy.

Rapier (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Maneuver Allies (Recharge 5–6). Up to four allies within 60 feet of the wererat that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Change Shape. The wererat magically transforms into a rat-humanoid hybrid or into a giant rat or back into its true form (humanoid), while retaining its game statistics (other than its size). This transformation ends if the wererat is reduced to 0 hit points or uses a bonus action to end it.

Wererat Pack Lord

Medium Humanoid (Shapechanger), Typically Lawful Evil

Armor Class 14
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	12 (+1)	12 (+1)	12 (+1)

Skills Perception +4, Stealth +7
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses darkvision 60 ft., passive Perception 14
Languages Common (can't speak in rat form)
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Keen Smell. The wererat has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The wererat has advantage on an attack roll against a creature if at least one of the wererat's allies is within 5 feet of the creature and the ally isn't incapacitated.

Packmaster. An ally within 5 feet of the wererat has advantage on attack rolls against a creature that is within 5 feet of the wererat and another ally, provided the wererat and the other ally aren't incapacitated.

Sneak Attack (1/Turn). The wererat deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the wererat that isn't incapacitated and the wererat doesn't have disadvantage on the attack roll.

Actions

Multiattack. The wererat makes three attacks, only one of which can be a Bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage. lf the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with wererat lycanthropy.

Shortsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Summon Rats (Recharges after a Short or Long Rest). The wererat summons 3d4 giant rats. The giant rats appear in unoccupied spaces within 30 feet of the wererat and acts as its allies. The giant rats act right after the wererat on the same initiative count and fight until they're destroyed. They disappear when the wererat dies.

Call Assault (1/Day). Up to three wererat allies that are within 30 feet of this wererat can use their reaction to move up to half their speed and make one melee weapon attack on the attack roll. This wererat can then take the Dash, Disengage, or Hide action as a bonus action.

Change Shape. The wererat magically transforms into a rat-humanoid hybrid or into a giant rat or back into its true form (humanoid), while retaining its game statistics (other than its size). This transformation ends if the wererat is reduced to 0 hit points or uses a bonus action to end it.

Wererat Thug

Wererat thugs are bullies who take advantage of the weak. They often accompany normal wererats as the extra muscle.

Wererat Thug

Medium Humanoid (Shapechanger), Typically Lawful Evil

Armor Class 13
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +5
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses darkvision 60 ft., passive Perception 12
Languages Common (can't speak in rat form)
Challenge 3 (700 XP) **Proficiency Bonus** +2

Keen Smell. The wererat has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The wererat has advantage on an attack roll against a creature if at least one of the wererat's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sneak Attack (1/Turn). The wererat deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the wererat that isn't incapacitated and the wererat doesn't have disadvantage on the attack roll.

Actions

Multiattack. The wererat makes three attacks, only one of which can be a Bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage. lf the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wererat lycanthropy.

Shortsword (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Change Shape. The wererat magically transforms into a rat-humanoid hybrid or into a giant rat or back into its true form (humanoid), while retaining its game statistics (other than its size). This transformation ends if the wererat is reduced to 0 hit points or uses a bonus action to end it.

Werewolf Pack Lord

Medium Humanoid (Shapechanger), Typically Chaotic Evil

Armor Class 12 in humanoid form, 14 (natural armor) in wolf and hybrid form
Hit Points 144 (17d8 + 68)
Speed 30 ft. (40 ft. in wolf form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	12 (+1)	12 (+1)	12 (+1)

Skills Perception +9, Stealth +6
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Senses passive Perception 19
Languages Common (can't speak in wolf form)
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Keen Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing and smell.

Packmaster. An ally within 5 feet of the werewolf has advantage on attack rolls against a creature that is within 5 feet of the werewolf and another ally, provided the werewolf and the other ally aren't incapacitated.

Actions

Multiattack. In hybrid form, the werewolf makes one Bite attack and two Claw attacks. In humanoid form, it makes three Greatsword attacks.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage. lf the target is a humanoid, it must succeed on a DC 16 Constitution saving throw or be cursed with werewolf lycanthropy.

Claw (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Change Shape. The werewolf magically transforms into a Large wolf-humanoid hybrid or into a Large dire wolf or back into its true form (humanoid), while retaining its game statistics (other than its size). This transformation ends if the werewolf is reduced to 0 hit points or uses a bonus action to end it.

Bonus Actions

Savage Howl (Recharge 5–6). The werewolf emits a terrifying howl that also rallies its allies. Each ally that is within 30 feet of it, can hear it, and not already affected by Savage Howl gain advantage on attack rolls and saving throw rolls until the start of the werewolf's next turn. All other creatures within 30 feet must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the werewolf Savage Howl for the next 24 hours.

Manticores

Alpha

The manticore alpha is an abnormally large male manticore, reaching twice the size and weight of the average manticore. It leads a pack of manticores in organized forays into civilized territories to snatch humanoid prey.

During combat, it can unleash a terrifying roar that strikes fear into the hearts of its foes and prey while at the same time rousing its allies.

Skirmisher

The skirmisher is a manticore that employs hit-and-run tactics when hunting prey.

Stalker

Unlike typical manticores who have leonine bodies, a manticore stalker has a body of a large black panther. It is a faultless tracker and a very crafty hunter. It moves silently and strikes without warning, bringing down foes before they realize what attacked them.

A manticore alpha pounces on a centaur it maimed with its spikes.

Manticore Alpha

Huge Monstrosity, Typically Lawful Evil

Armor Class 16 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	21 (+5)	7 (-2)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Tail Spike Regrowth. The manticore has thirty-two tail spikes. Used spikes regrow when the manticore finishes a long rest.

Actions

Multiattack. The manticore makes one Bite attack and two Claw attacks. Alternatively, it can make three Tail Spike attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail Spike. *Ranged Weapon Attack:* +7 to hit, range 100/200 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Spike Volley. The manticore makes a Tail Spike attack against any number of creatures within 15 feet of a point it can see within 100 feet. It must have sufficient tail spikes for each target, as normal, and it makes a separate attack roll for each target.

Intimidating Roar (Recharge 4–6). The manticore lets out a terrifying roar audible out to 120 feet. Any creature within 30 feet of the manticore that can hear its roar must succeed on a DC 16 Wisdom saving throw or be frightened of the manticore for 1 minute. A creature can repeat the saving throw at the end of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this manticore's Intimidating Roar for the next 24 hours.

Manticore Skirmisher

Large Monstrosity, Typically Lawful Evil

Armor Class 15 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	17 (+3)	7 (-2)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception 11
Languages Common
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Tail Spike Regrowth. The manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

Skirmish Advantage. Once per turn, the manticore gains advantage on its attack roll when it makes a weapon attack while occupying a space at least 15 feet away from where it started its turn.

Actions

Multiattack. The manticore makes one Bite attack and two Claw attacks. Alternatively, it can make three Tail Spike attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Tail Spike. *Ranged Weapon Attack:* +7 to hit, range 100/200 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Bonus Actions

Lightfooted. The manticore takes the Dash or Disengage action.

Reactions

Skirmisher. When an enemy the manticore can see ends its turn within 5 feet of it, the manticore can move up to half its speed. This movement doesn't provoke opportunity attacks.

Manticore Stalker

Large Monstrosity, Typically Lawful Evil

Armor Class 15 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	17 (+3)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +8, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages Common
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Tail Spike Regrowth. The manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

Slay Foe (1/Turn). The manticore deals an extra 9 (2d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

Actions

Multiattack. The manticore makes one Bite attack and two Claw attacks. Alternatively, it can make three Tail Spike attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 +3) slashing damage.

Tail Spike. *Ranged Weapon Attack:* +7 to hit, range 100/200 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Bonus Actions

Stealthy. The manticore stalker takes the Hide action.

Medusae

Greater Medusa

Said to be where all common medusa have come from, the ancient medusa is a legendary creature. Once the most alluring mortal in the known world, she believed she was even more beautiful than the gods. Angered, the gods transformed her into a hideous, snake-haired monster and then cursed her, ensuring that nobody else would ever behold her form again, lest they turn to stone.

Ancient Medusa

An ancient medusa resembles a greater medusa but is said to be the first among its kind, and possibly one of the progenitors of its race. The ancient medusa is a cruel, hateful, and vain creature. She despises anything that she used to look like and always schemes to destroy civilized folk living near her territory.

Dangerous Combatant. The ancient medusa is a deadly foe. Aside from the obvious danger of petrification, she is an accomplished sorcerer and an expert marksman with the longbow. Her very blood is poisonous, and when it hits the ground, a swarm of snakes spring from it and attack her foes.

An Ancient Medusa's Lair

An ancient medusa lives in the ruins of where she used to reside during a time before she was cursed - a once majestic castle, keep, or temple, located far from civilization and often secluded from the world and overgrown with thick vegetation. Petrified heroes sent to slay her stand like macabre statue decorations around her lair.

An ancient medusa usually lives like a hermit, residing alone in her lair. One may keep minions that are immune to her petrifying gaze, such as grimlocks and incorporeal undead that used to serve the medusa when they were still alive.

Medusa, Greater

Large Monstrosity, Typically Lawful Evil

Armor Class 16 (natural armor)
Hit Points 190 (20d10 + 80)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	18 (+4)	13 (+1)	14 (+2)	16 (+3)

Saving Throws Dex +7, Con +8, Wis +6
Skills Deception +7, Insight +6, Perception +6, Stealth +7
Senses darkvision 120 ft., passive Perception 16
Languages Common
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Petrifying Gaze. When a creature that can see the medusa's eyes starts its turn within 30 feet of the medusa, the medusa can force it to make a DC 16 Constitution saving throw if the medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the medusa in the meantime, it must immediately make the save.

If the medusa sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.

Actions

Multiattack. The medusa makes either three melee attacks - one with its Snake Hair and two with its Scimitar - or three ranged attacks with its Longbow. It can replace one of its attacks with Constrict.

Snake Hair. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage plus 17 (5d6) poison damage.

Scimitar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) slashing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the medusa can't use Constrict on another target.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 60 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 10 (3d6) poison damage.

An ancient medusa encountered in its lair has a challenge rating of 17 (18,000 XP).

Lair Actions

On initiative count 20 (losing initiative ties), the medusa can take a lair action to cause one of the following magical effects; the medusa can't use the same effect two rounds in a row:

- The medusa causes up to three petrified statue to animate (animated stone statue, pg. 13). These Constructs obey the medusa's commands.
- The medusa regains 20 hit points.
- The medusa's snake hair hisses aloud menacingly. Each creature within 30 feet of the medusa and can hear it must succeed on a DC 17 Wisdom saving throw or become frightened of the medusa for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this lair effect for the next 24 hours.

Regional Effects

The region containing a medusa's lair is warped by the medusa's foul magic, which creates one or more of the following effects:

- The land within 6 miles of the lair takes twice as long as normal to traverse, since the vegetation grow thick and twisted.
- Beasts within 1 mile of the lair become evil and violent - even creatures that are normally docile.
- Serpents within 1 mile of the ancient medusa's lair serve as the ancient medusa's eyes and ears.

If the ancient medusa dies, these effects fade over the course of 1d10 days.

Medusa, Ancient

Large Monstrosity, Typically Lawful Evil

Armor Class 17 (natural armor)
Hit Points 220 (21d10 + 105)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	20 (+5)	14 (+2)	15 (+2)	18 (+4)

Saving Throws Dex +9, Con +10, Wis +7, Cha +9
Skills Deception +9, Insight +7, Perception +7, Stealth +9
Damage Resistances poison; bludgeoning, piercing, and slashing from nonmagical attacks (from *stoneskin*)
Senses darkvision 120 ft., passive Perception 17
Languages Common
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Blood of the Serpents. A creature that hits the medusa with a melee attack that deals piercing or slashing damage and is within 5 feet of it takes 5 (1d10) poison damage. Additionally, a swarm of poisonous snakes (MM p.338) appears in an unoccupied space within 5 feet of the medusa, and acts as an ally of the medusa. The swarm remains for an hour or until it or the medusa dies.

Legendary Resistance (3/Day). If the medusa fails a saving throw, it can choose to succeed instead.

Petrifying Gaze. When a creature that can see the medusa's eyes starts its turn within 30 feet of the medusa, the medusa can force it to make a DC 18 Constitution saving throw if the medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the medusa in the meantime, it must immediately make the save.

If the medusa sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.

Sorcery Points. The medusa has 12 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Heightened Spell: When the medusa casts a spell that forces a creature to make a saving throw to resist the spell's effects, the medusa can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell: When the medusa casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Subtle Spell: When the medusa casts a spell, it can spend l sorcery point to cast the spell without any somatic or verbal components.

Actions

Multiattack. The medusa makes either three melee attacks - one with its Snake Hair and two with its Scimitar - or three ranged attacks with its Longbow. It can replace one of its attacks with Constrict.

Snake Hair. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage plus 21 (6d6) poison damage.

Scimitar. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) slashing damage.

Constrict. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. If the target is a Large or smaller creature, it is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the medusa can't use Constrict on another target.

Longbow. *Ranged Weapon Attack:* +9 to hit, range 60 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 10 (3d6) poison damage.

Spellcasting. The medusa casts one of the following spells using Charisma as the spellcasting ability (spell save DC 17, +9 to hit with spell attacks):

At will: *minor illusion, mending, prestidigitation, shape water*
2/day each: *lightning bolt, mirror image, thunderwave* (3d8)
1/day each: *charm monster, globe of invulnerability, stoneskin,* synaptic static, vitriolic sphere*

* The medusa casts this spell before combat.

Legendary Actions

The medusa can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The medusa regains spent legendary actions at the start of its turn.

Slither. The medusa moves up to half its speed without provoking opportunity attacks.
Melee. The medusa makes a Scimitar attack or uses Constrict.
Longbow (Costs 2 Actions). The medusa makes a Longbow attack.
Force Petrifying Gaze (Costs 2 Actions). The medusa forces a creature grappled by it to meet its gaze. The target must succeed on a DC 18 Constitution saving throw or become petrified (see *Petrifying Gaze*).
Cast a Spell (Costs 3 Actions). The medusa uses Spellcasting.

Merfolk

Presented in this section are three merfolk nonplayer character examples: the merfolk priest, merfolk scout, and merfolk shaman.

Merfolk Scout

Medium Humanoid (Merfolk), Typically Neutral Evil

Armor Class 13
Hit Points 27 (5d8 + 5)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	11 (+0)	12 (+1)	12 (+1)

Skills Perception +3, Stealth +7
Senses passive Perception 13
Languages Aquan, Common
Challenge 1 (200 XP) **Proficiency Bonus** +2

Amphibious. The merfolk can breathe air and water.

Sneak Attack (1/Turn). The merfolk deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the merfolk that isn't incapacitated and the merfolk doesn't have disadvantage on the attack roll.

Actions

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

Lightfooted. The merfolk takes the Dash or Disengage action.

Merfolk Priest

Medium Humanoid (Merfolk), Typically Neutral Evil

Armor Class 11
Hit Points 71 (11d8 + 22)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	11 (+0)	16 (+3)	12 (+1)

Skills Perception +5, Religion +4
Senses passive Perception 15
Languages Aquan, Common
Challenge 3 (700 XP) **Proficiency Bonus** +2

Amphibious. The merfolk can breathe air and water.

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Radiant Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 16 (3d8 + 3) radiant damage, and the target is blinded until the start of the merfolk's next turn.

Spellcasting. The merfolk casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13):

At will: *guidance, light, mending, thaumaturgy*
2/day each: *cure wounds, hold person*
1/day each: *control water, dispel magic, spirit guardians*

Tidal Blast (Recharge 5–6). The merfolk magically unleashes a powerful torrent of water in a 30-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw. On a failure, the target takes 22 (5d8) bludgeoning damage and, if it is Large or smaller, is pushed up to 10 feet away from the merfolk and knocked prone. On a success, the target takes half the bludgeoning damage, but is neither pushed nor knocked prone.

Merfolk Shaman

Medium Humanoid (Merfolk), Typically Neutral Evil

Armor Class 11
Hit Points 52 (8d8 + 16)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	14 (+2)	11 (+0)	16 (+3)	12 (+1)

Skills Perception +5, Survival +5
Senses passive Perception 15
Languages Aquan, Common
Challenge 2 (450 XP) **Proficiency Bonus** +2

Amphibious. The merfolk can breathe air and water.

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

Frost Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 12 (2d8 + 3) cold damage, and the target can't use reactions until the start of the merfolk's next turn.

Spellcasting. The merfolk casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13):

At will: *druidcraft, light, shape water*
2/day each: *cure wounds, hold person*
1/day each: *control water, tidal wave, wall of water, watery sphere*

Change Shape (Recharges after a Short or Long Rest). The merfolk magically transforms into a giant sea horse or giant octopus, while retaining its game statistics. This transformation ends if the merfolk is reduced to 0 hit points or uses a bonus action to end it. Any equipment it is wearing or carrying isn't transformed.

Merrow

Champion

The merrow champion is an abominable and cruel creature. It is among the mightiest of its kind, often leading other merrows in raiding merfolk villages and coastal humanoid settlements.

Shaman

The merrow shaman channels and wields the chaotic essence of nature, manipulating and unleashing the power of lightning and water to dominate its foes.

Merrow Champion

Large Monstrosity, Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	8 (-1)	10 (+0)	9 (-1)

Skills Athletics +8, Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Aquan, Common
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Amphibious. The merrow can breathe air and water.

Indomitable (2/Day). The merrow rerolls a failed saving throw. It must use the new roll.

Actions

Multiattack. The merrow makes three attacks: one with its Bite and one with its Claws or Harpoon, and one with its Tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage plus 3 (1d6) piercing damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be poisoned for 1 minute. While poisoned, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Harpoon. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 5) piercing damage plus 10 (3d6) poison damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the merrow or be pulled up to 20 feet toward the merrow.

Bonus Actions

Second Wind (Recharges after a Short or Long Rest). As a bonus action, the merrow can regain 15 hit points.

Merrow Shaman

Large Monstrosity, Typically Chaotic Evil

Armor Class 13 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	8 (-1)	16 (+3)	9 (-1)

Skills Perception +6, Religion +5
Senses darkvision 60 ft., passive Perception 16
Languages Aquan, Common
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Amphibious. The merrow can breathe air and water.

Actions

Multiattack. The merrow makes two attacks: one with its Bite and one with its Claws or Harpoon.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Harpoon. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 7 (2d6) lightning damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the merrow or be pulled up to 20 feet toward the merrow.

Shock Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 16 (3d8 + 3) lightning damage, and the target can't use reactions until the start of the merrow's next turn.

Spellcasting. The merrow casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14):

At will: *druidcraft, resistance, shape water*
1/day each: *control water, Evard's black tentacles, tidal wave, wall of water*

Shock Sphere (Recharge 5–6). The merrow magically electrifies a 20-foot-radius sphere it can see within 120 feet of it. Each creature in the sphere must succeed on a DC 14 Constitution saving throw, taking 27 (6d8) lightning damage on a failed save, or half as much damage on a successful one. If a creature fails its saving throw by 5 or more, it is also incapacitated until the end of the merrow's next turn.

Mimics

Greater Mimic

The greater mimic is an older and larger form of mimic. It usually assumes the form of a huge chest, a king-sized bed, a wardrobe, or even a carriage.

During combat, it can attack twice with its extended pseudopods and bite those who are close enough to reach. It can even spit highly acidic bile at distant targets.

Enormous Mimic

The enormous mimic is the stuff of nightmares. By some foul magic, a greater mimic has grown to an immense size that it can assume the forms of very large structures. It is said that a single enormous mimic devoured an entire legion of soldiers without getting caught when it took the form of a garrison building.

Mimic, Greater

Large Monstrosity (Shapechanger), Typically Neutral

Armor Class 13 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	6 (-2)	14 (+2)	8 (-1)

Skills Stealth +7
Damage Immunities acid
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A creature adhered to the mimic is also grappled by it (escape DC 15). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). If the mimic is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the mimic move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the mimic is animate.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Actions

Multiattack. The mimic makes two Pseudopod attacks and one Bite attack. It can use Acid Spit in place of a Bite attack.

Pseudopod. *Melee Weapon Attack:* +8 to hit, reach 10 ft. one target. *Hit:* 14 (2d8 + 5) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft. one target. *Hit:* 14 (2d8 + 5) piercing damage plus 4 (1d8) acid damage.

Acid Spit. *Ranged Weapon Attack:* +8 to hit, range 60 ft., one target. *Hit:* 13 (3d8) acid damage.

Change Shape. The mimic transforms into a Large object or back into its true, amorphous form, while retaining its game statistics. This transformation ends if the mimic is reduced to 0 hit points or uses an action to end it.

Mimic, Enormous

Huge Monstrosity (Shapechanger), Typically Neutral

Armor Class 14 (natural armor)
Hit Points 187 (15d12 + 90)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	23 (+6)	7 (-2)	15 (+2)	8 (-1)

Skills Stealth +9
Damage Immunities acid
Condition Immunities prone
Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A creature adhered to the mimic is also grappled by it (escape DC 17). Ability checks made to escape this grapple have disadvantaged.

False Appearance (Object Form Only). If the mimic is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the mimic move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the mimic is animate.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Actions

Multiattack. The mimic makes two Pseudopod attacks and one Bite attack. It can use Acid Spit in place of a Bite attack.

Pseudopod. *Melee Weapon Attack:* +11 to hit, reach 15 ft. one target. *Hit:* 20 (3d8 + 7) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft. one target. *Hit:* 20 (3d8 + 7) piercing damage plus 4 (1d8) acid damage, and if the target is Medium or smaller, it is grappled (escape DC 17). Until this grapple ends, the mimic can Bite only the grappled creature and has advantage on attack rolls to do so.

Acid Spit. *Ranged Weapon Attack:* +11 to hit, range 60 ft., one target. *Hit:* 18 (4d8) acid damage.

Swallow. The mimic makes one Bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the mimic, and it takes 18 (4d8) acid damage at the start of each of the mimic's turns. A mimic can have only up to one Medium or two Small creatures swallowed at a time.

If the mimic takes 30 damage or more on a single turn from the swallowed creature, the mimic must succeed on a DC 16 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the mimic. If the mimic dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Change Shape. The mimic transforms into a Huge object or back into its true, amorphous form, while retaining its game statistics. This transformation ends if the mimic is reduced to 0 hit points or uses an action to end it.

Mind Flayers

Mind Flayer Assassin

The mind flayer assassins are a rare breed in the illithid community. There are only a few in every colony, and almost all directly serve the Elder Brain or an Ulitharid.

Silent Killers. While other illithids have dedicated their lives to gathering knowledge to improve their psionic dominance, mind flayer assassins focus on stealth and bringing down foes without attracting attention.

Soul Knives. Mind flayer assassins can create psionic blade-like energy projections from their fists. They use this to keep their targets off-balance, making them unable to react effectively in combat.

Mind Flayer Mages

Mind flayer mages, such as sorcerers and warlocks, are very rare and are closely kept in check by the elder brain who sees them as valuable weapons to an illithid community but also as a threat to its dominance.

Mind flayer mages complement their psionic abilities with their arcane magic, such as immobilizing its targets with *Evard's black tentacles* or placing themselves in a strategic position with the help of a *dimension door* or *greater invisibility* spell before unleashing its Mind Blast the next turn.

Mind Flayer Assassin

Medium Aberration, Typically Lawful Evil

Armor Class 15 (studded leather)
Hit Points 71 (13d8 + 13)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	12 (+1)	19 (+4)	15 (+2)	15 (+2)

Saving Throws Dex +6, Int +7, Wis +5
Skills Deception +8, Insight +5, Investigation +7, Perception +8, Persuasion +8, Stealth +9
Senses darkvision 120 ft., passive Perception 18
Languages Deep Speech, Undercommon, telepathy 120 ft.
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Magic Resistance. The mind flayer has advantage on saving throws against spells and other magical effects.

Assassinate. During its first turn, the mind flayer has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the mind flayer scores against a surprised creature is a critical hit.

Sneak Attack (1/Turn). The mind flayer deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the mind flayer that isn't incapacitated and the mind flayer doesn't have disadvantage on the attack roll.

Actions

Multiattack. The mind flayer makes one attack with its Tentacles and two attacks with its Soul Knife.

Soul Knife. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) psychic damage, and the target can't take reactions until the end of the mind flayer's next turn.

Tentacles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind flayer. *Hit:* The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the mind flayer kills the target by extracting and devouring its brain.

Spellcasting (Psionics). The mind flayer casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 15):

At will: *detect thoughts, levitate*
1/day each: *dominate monster, plane shift* (self only)

Mind Blast (Recharge 5–6). The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Soul Knives. The mind flayer creates scintillating knives of energy that project from both of its fists. It can't hold anything in its hands while manifesting these blades. It can dismiss them as a bonus action.

Mind Flayer Sorcerer

Medium Aberration, Typically Lawful Evil

Armor Class 15 (breastplate)
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	14 (+2)	19 (+4)	15 (+2)	19 (+4)

Saving Throws Int +8, Wis +6, Cha +8
Skills Arcana +8, Deception +8, Insight +6, Perception +6, Persuasion +8, Stealth +5
Senses darkvision 120 ft., passive Perception 16
Languages Deep Speech, Undercommon, telepathy 120 ft.
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Magic Resistance. The mind flayer has advantage on saving throws against spells and other magical effects.

Sorcery Points. The mind flayer has 10 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Heightened Spell: When the mind flayer casts a spell that forces a creature to make a saving throw to resist the spell's effects, it can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell: When the mind flayer casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Subtle Spell: When the mind flayer casts a spell, it can spend l sorcery point to cast the spell without any somatic or verbal components.

Actions

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 16) and must succeed on a DC 16 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind flayer. *Hit:* The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the mind flayer kills the target by extracting and devouring its brain.

Telekinetic Strike. *Melee or Ranged Spell Attack:* +8 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 17 (3d8 + 4) force damage, and if the target is Large or smaller, it is pulled up to 10 feet toward the mind flayer or pushed 10 feet away from it, as the mind flayer chooses.

Spellcasting. The mind flayer casts one of the following spells using Charisma as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *dancing lights, detect thoughts, levitate, mage hand*
3/day each: *disguise self, lightning bolt, Tasha's mind whip*
1/day each: *cone of cold, dominate monster, greater invisibility, plane shift* (self only), *seeming*

Mind Blast (Recharge 5–6). The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 16 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Mind Flayer Warlock

Medium Aberration, Typically Lawful Evil

Armor Class 15 (breastplate)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	14 (+2)	19 (+4)	17 (+3)	19 (+4)

Saving Throws Int +8, Wis +7, Cha +8
Skills Arcana +8, Deception +8, Insight +7, Perception +7, Persuasion +8, Stealth +5
Senses darkvision 120 ft., passive Perception 17
Languages Deep Speech, Undercommon, telepathy 120 ft.
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Magic Resistance. The mind flayer has advantage on saving throws against spells and other magical effects.

Whispering Aura. At the start of each of the mind flayer's turns, each creature of its choice within 5 feet of it must succeed on a DC 16 Wisdom saving throw or take 14 (4d6) psychic damage, provided that the mind flayer isn't incapacitated.

Actions

Tentacles. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 16) and must succeed on a DC 16 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind flayer. *Hit:* The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the mind flayer kills the target by extracting and devouring its brain.

Mind Warp. *Melee or Ranged Spell Attack:* +8 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 17 (3d8 + 4) psychic damage, and the target and has disadvantage on Intelligence, Wisdom, and Charisma saving throws until the end of the mind flayer's next turn.

Spellcasting. The mind flayer casts one of the following spells using Charisma as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *detect thoughts, guidance, levitate, mage hand, minor illusion, prestidigitation*
4/day (as 5th-level spells): *contact other plane, dimension door, major image, mirror image, telekinesis, vampiric touch*
1/day each: *dominate monster, plane shift* (self only), *maddening darkness, true seeing*

Mind Blast (Recharge 5–6). The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 16 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Minotaurs

Berserker

The minotaur berserker is a ferocious combatant able to charge recklessly into a throng of foes, hoping to cleave through several of them with its massive greataxe. Even after it is struck with a fatal blow, the minotaur can still make one final lunging strike at its attacker before dropping dead.

Savage Bull of Baphomet

Some minotaurs demonstrate more cruelty and ferocity in battle than their brethren. One of these would be blessed by Baphomet the Prince of Beasts, instilling his essence in the minotaur. It would transform the creature into a Savage Bull of Baphomet - a powerful, feral version of the minotaur.

Minotaur Berserker

Large Monstrosity, Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	6 (-2)	16 (+3)	9 (-1)

Skills Perception +9
Senses darkvision 60 ft., passive Perception 19
Languages Abyssal
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Charge. If the minotaur moves at least 10 feet straight toward a target and then hits it with a Gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The minotaur makes two attacks: one with its Greataxe and one with Gore. It can use Cleaving Swing in place of one attack.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) slashing damage.

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Cleaving Swing (Recharge 5–6). The minotaur swings its Greataxe in a wide arc, and each creature within 5 feet of it must succeed on a DC 16 Dexterity saving throw. On a failed save, a creature takes 18 (2d12 + 5) slashing damage, or half as much damage on a successful one.

Reactions

Death Strike. In response to being reduced to 0 hit points by an attack and the attack is not a critical hit, the minotaur can move up to half its speed and make one melee attack with advantage before dying or falling unconscious.

Minotaur Savage Bull of Baphomet

Large Monstrosity, Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	18 (+4)	6 (-2)	16 (+3)	9 (-1)

Skills Perception +9
Senses darkvision 60 ft., passive Perception 19
Languages Abyssal
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Charge. If the minotaur moves at least 10 feet straight toward a target and then hits it with a Gore attack on the same turn, the target takes an extra 13 (3d8) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be pushed up to 15 feet away and knocked prone.

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Relentless (Recharges after a Short or Long Rest). If the minotaur takes 25 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack. The minotaur makes two Claw attacks and one Gore attack. If both Claw attacks hit the same target, the target takes an extra 7 (2d6) slashing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Earth Shaman

While very rare, a minotaur can be born with the gift to harness nature's magic. It serves as an advisor to the tribe's chieftain. In battle, it supports its war party with crushing earth magic.

Warrior

Minotaur warriors are trained with the use of armor and shields and exhibit a bit more discipline compared to their wilder kin.

Minotaur Earth Shaman

Large Monstrosity, Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	7 (-2)	18 (+4)	10 (+0)

Skills Perception +10, Survival +7
Senses darkvision 60 ft., passive Perception 20
Languages Abyssal
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Charge. If the minotaur moves at least 10 feet straight toward a target and then hits it with a Gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Quarterstaff. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, or 12 (2d8 + 3) bludgeoning damage if used with two hands.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Toxic Lash. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 17 (3d8 + 4) acid or poison damage (the minotaur's choice).

Spellcasting. The minotaur casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *druidcraft, mold earth, produce flame* (2d8)
1/day each: *earth tremor, locate creature, meld into stone, spike growth, stoneskin*

Rippling Earth (Recharges 5–6). The minotaur causes the earth to suddenly move in a violent, cascading motion in a 30-foot line that is 10 feet wide. Each creature standing on the ground in that line must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 19 (3d12) bludgeoning damage, is pushed up to 10 feet, and is knocked prone. On a successful save, a creature takes half as much damage and isn't pushed or knocked prone. Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

Minotaur Warrior

Large Monstrosity, Typically Chaotic Evil

Armor Class 19 (splint, shield)
Hit Points 85 (10d10 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

Skills Perception +7
Senses darkvision 60 ft., passive Perception 17
Languages Abyssal
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Charge. If the minotaur moves at least 10 feet straight toward a target and then hits it with a Gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.

Labyrinthine Recall. The minotaur can perfectly recall any path it has traveled.

Reckless. At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (2d12 + 4) slashing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Mummies

Presented here is the royal sorcerer and three examples of giant mummies: the ettin mummy, the hill giant mummy, and the ogre mummy. When some civilizations inter their nobility, they sometimes include a mummified giant which would serve as the tomb's guardian.

Unusual Nature. A mummy doesn't require air, food, drink, or sleep.

Royal Sorcerer

When an emperor or king dies and is mummified, some of its most trusted advisors are also entombed with them to serve as guardians. The royal sorcerer mummy is an example.

Ettin Mummy

Large Undead, Typically Lawful Evil

Armor Class 11 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (-1)	19 (+4)	6 (-2)	10 (+0)	12 (+1)

Saving Throws Wis +4
Skills Perception +8
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 18
Languages Giant, Orc
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Two Heads. The mummy has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Actions

Multiattack. The mummy can use its Dreadful Glare twice (once for each head) and makes two Rotting Fist attacks.

Rotting Fist. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 16 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Dreadful Glare. The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 13 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

Hill Giant Mummy

Huge Undead, Typically Lawful Evil

Armor Class 11 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (-1)	21 (+5)	5 (-3)	9 (-1)	12 (+1)

Saving Throws Wis +3
Skills Perception +3
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Giant
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Actions

Multiattack. The mummy can use its Dreadful Glare and makes two Rotting Fist attacks.

Rotting Fist. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 21 (4d6 + 7) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Dreadful Glare. The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 13 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

Ogre Mummy

Large Undead, Typically Lawful Evil

Armor Class 11 (natural armor)
Hit Points 104 (11d10 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	18 (+4)	5 (-3)	7 (-2)	12 (+1)

Saving Throws Wis +1
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 8
Languages Common, Giant
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Actions

Multiattack. The mummy can use its Dreadful Glare and makes one attack with its Rotting Fist.

Rotting Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Dreadful Glare. The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 12 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

Royal Sorcerer Mummy

Medium Undead, Typically Lawful Evil

Armor Class 10 (13 with *mage armor)*
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Con + 7**,** Wis +5, Cha +8
Skills Arcana +5, Deception +8
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages the languages it knew in life
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Magic Resistance. The mummy has advantage on saving throws against spells and other magical effects.

Sorcery Points. The mummy has 10 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Quickened Spell: When the mummy casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Subtle Spell: When the mummy casts a spell, it can spend l sorcery point to cast the spell without any somatic or verbal components.

Actions

Multiattack. The mummy can use its Dreadful Glare and makes one attack with its Rotting fist.

Rotting Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 14 (4d6) necrotic damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or be cursed with mummy rot. The cursed target can't regain hit points, and its hit point maximum decreases by 10 (3d6) for every 24 hours that elapse. If the curse reduces the target's hit point maximum to 0, the target dies, and its body turns to dust. The curse lasts until removed by the *remove curse* spell or other magic.

Dreadful Glare. The mummy targets one creature it can see within 60 feet of it. If the target can see the mummy, it must succeed on a DC 16 Wisdom saving throw against this magic or become frightened until the end of the mummy's next turn. If the target fails the saving throw by 5 or more, it is also paralyzed for the same duration. A target that succeeds on the saving throw is immune to the Dreadful Glare of all mummies (but not mummy lords) for the next 24 hours.

Spellcasting. The mummy casts one of the following spells using Charisma as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *infestation* (3d6), *mage hand, minor illusion*
2/day each: *cloudkill, mage armor, blindness/deafness, dimension door, lightning bolt, insect plague* (scarabs only)

Necrotic Burst (Recharge 5–6). The mummy conjures a 20-foot-radius sphere of negative energy centered on a point it can see within 60 feet of it. Each creature in the sphere must succeed on a DC 16 Constitution saving throw. On a failed save, a creature takes 27 (6d8) necrotic damage and is weakened until the start of the mummy's next turn. While weakened, it has disadvantage on the following rolls that rely on Strength: attack rolls, ability checks, and saving throws. On a successful save, a creature takes half as much damage and isn't weakened.

Myconids

Guard

Myconid guards watch over the myconid workers, protecting them from intruders and predators.

Devoted

The myconid devoted serves as the healer of the myconid. Aside from its other spore abilities, it can also release spores that heal the wounds of multiple targets.

Myconid Guard

Medium Plant, Typically Lawful Neutral

Armor Class 13 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	14 (+2)	10 (+0)	13 (+1)	7 (-2)

Skills Perception + 3
Senses darkvision 120 ft., passive Perception 13
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Distress Spores. When the myconid takes damage, all other myconids within 240 feet of it can sense its pain.

Sun Sickness. While in sunlight, the myconid has disadvantage on ability checks, attack rolls, and saving throws. The myconid dies if it spends more than 1 hour in direct sunlight.

Actions

Multiattack. The myconid makes two Fist attacks. It can replace one of its Fist attacks with Pacifying Spores.

Fist. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) bludgeoning damage plus 5 (2d4) poison damage.

Pacifying Spores (3/Day). The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Rapport Spores. A 20-foot radius of spores extends from the myconid. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't Undead, Constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour.

Myconid Devoted

Medium Plant, Typically Lawful Neutral

Armor Class 12 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	14 (+2)	10 (+0)	14 (+2)	7 (-2)

Senses darkvision 120 ft., passive Perception 12
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Distress Spores. When the myconid takes damage, all other myconids within 240 feet of it can sense its pain.

Sun Sickness. While in sunlight, the myconid has disadvantage on ability checks, attack rolls, and saving throws. The myconid dies if it spends more than 1 hour in direct sunlight.

Actions

Multiattack. The myconid uses either its Healing Spores or Pacifying Spores, then makes a Stipe Staff attack.

Stipe Staff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 7 (2d6) bludgeoning damage plus 7 (2d6) poison damage.

Healing Spores (3/Day). A 10-foot radius of spores extends from the myconid. These spores can go around corners and affect only living creatures. Affected creatures regain 7 (2d6) hit points.

Pacifying Spores (3/Day). The myconid ejects spores at one creature it can see within 5 feet of it. The target must succeed on a DC 12 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Rapport Spores. A 20-foot radius of spores extends from the myconid. These spores can go around corners and affect only creatures with an Intelligence of 2 or higher that aren't Undead, Constructs, or elementals. Affected creatures can communicate telepathically with one another while they are within 30 feet of each other. The effect lasts for 1 hour.

Reactions

Self-Sacrifice. When a creature within 5 feet of the myconid is hit by an attack, the myconid swaps places with that creature and is hit instead.

Nagas, Ancient

Ancient nagas are older, wiser, larger, and more powerful versions of the bone, spirit, and guardian nagas. They measure over 50 feet long and are 5-feet thick. They are also extremely rare, numbering only a handful per type. Most live secluded in secret, long-forgotten ruins. A few are viewed as gods and possibly attended to and protected by members of a religious cult.

Bone Naga, Ancient

Huge Monstrosity, Typically Lawful Evil

Armor Class 16 (natural armor)
Hit Points 104 (11d12 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	16 (+3)	16 (+3)	17 (+3)

Saving Throws Int +7, Wis +7, Cha +7
Damage Immunities poison
Condition Immunities charmed, exhaustion, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Common plus one other language
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Legendary Resistance (1/Day). If the naga fails a saving throw, it can choose to succeed instead.

Magic Resistance. The naga has advantage on saving throws against spells and other magical effects.

Spell Penetration. When the naga casts a spell and is interrupted by an enemy's *counterspell*, treat the spell's level as 3 levels higher.

Actions

Multiattack. The naga makes two attacks: one with its Bite and one with its Tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage plus 14 (4d6) poison damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Spellcasting. If the naga was a guardian naga in life, it casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):
At will: *mending, sacred flame* (3d8), *thaumaturgy*
2/day each: *cure wounds, hold person, flame strike*
1/day each: *banishment, dispel magic, freedom of movement*

If the naga was a spirit naga in life, it casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):
At will: *mage hand, minor illusion, ray of frost* (3d8)
2/day each: *charm person, hold person, lightning bolt*
1/day each: *blight, dimension door, telekinesis*

Legendary Actions

The naga can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The naga regains spent legendary actions at the start of its turn.

Tail. The naga makes a Tail attack.
Bite (Costs 2 Actions). The naga makes a Bite attack.
Cast a Spell (Costs 2 Actions). The naga uses Spellcasting.

Spirit Naga, Ancient

Huge Monstrosity, Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 126 (12d12 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	18 (+4)	17 (+3)	16 (+3)	17 (+3)

Saving Throws Dex +8, Con +9, Wis +8, Cha +8
Damage Immunities poison
Condition Immunities charmed, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Celestial, Common
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Legendary Resistance (2/Day). If the naga fails a saving throw, it can choose to succeed instead.

Magic Resistance. The naga has advantage on saving throws against spells and other magical effects.

Spell Penetration. When the naga casts a spell and is interrupted by an enemy's *counterspell*, treat the spell's level as 3 levels higher.

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Actions

Multiattack. The naga makes two attacks: one with its Bite and one with its Tail.

Bite. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage, and the target must make a DC 17 Constitution saving throw, taking 36 (8d8) poison damage on a failed save, or half as much damage on a successful one.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

Spellcasting. The naga casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):
At will: *mage hand, minor illusion, ray of frost* (4d8)
2/day each: *dimension door, dispel magic, lightning bolt*
1/day each: *banishment, dominate person, symbol, telekinesis*

Force Blast. Each creature in a 20-foot cube originating from the naga must make a DC 16 Constitution saving throw. On a failed save, a creature takes 36 (8d8) force damage and is pushed up to 10 feet away from the naga. On a successful save, a creature takes half as much damage and isn't pushed.

Reactions

Arcane Ward (Recharge 4–6). When the naga or a creature it can see within 30 feet takes damage, the naga magically creates a protective barrier around itself or the other creature. The barrier reduces the damage to the protected creature by 26 (4d10 + 4) to a minimum of 0, and then vanishes.

Legendary Actions

The naga can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The naga regains spent legendary actions at the start of its turn.

Tail. The naga makes a Tail attack.
Bite (Costs 2 Actions). The naga makes a Bite attack.
Cast a Spell (Costs 2 Actions). The naga uses Spellcasting.

Guardian Naga, Ancient

Huge Monstrosity, Typically Lawful Good

Armor Class 19 (natural armor)
Hit Points 195 (17d12 + 85)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	20 (+5)	17 (+3)	20 (+5)	19 (+4)

Saving Throws Dex +10, Con +11, Int +9, Wis +11, Cha +10
Damage Immunities poison
Condition Immunities charmed, poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Celestial, Common
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/Day). If the naga fails a saving throw, it can choose to succeed instead.

Magic Resistance. The naga has advantage on saving throws against spells and other magical effects.

Rejuvenation. If it dies, the naga returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

Spell Penetration. When the naga casts a spell and is interrupted by an enemy's *counterspell*, treat the spell's level as 3 levels higher.

Actions

Multiattack. The naga makes two attacks: one with its Bite and one with its Tail. Alternatively, it can use its Spit Poison and make one Tail attack.

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage, and the target must make a DC 19 Constitution saving throw, taking 49 (11d8) poison damage on a failed save, or half as much damage on a successful one.

Spit Poison. *Ranged Weapon Attack:* +12 to hit, reach 20 ft./40 ft., one target. *Hit:* The target must make a DC 19 Constitution saving throw, taking 49 (11d8) poison damage on a failed save, or half as much damage on a successful one.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Divine Flame (2/Day). A 10-foot radius, 40-foot-high column of divine fire sprouts in an area up to 120 feet away from the naga. Each creature in the column must make a DC 19 Dexterity saving throw, taking 14 (4d6) fire damage and 14 (4d6) radiant damage on a failed save, or half as much damage on a successful one.

Spellcasting. The naga casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 19, +11 to hit with spell attacks) and it needs only verbal components to cast its spells:

At will: *mending, sacred flame* (4d8), *thaumaturgy*
2/day each: *cure wounds, dispel magic, zone of truth*
1/day each: *banishment, freedom of movement, geas, heal, holy aura, resurrection* (as an action), *true seeing*

Bonus Actions

Divine Word (1/Day). The naga casts *divine word* using Wisdom as the spellcasting ability (spell save DC 19).

Legendary Actions

The naga can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The naga regains spent legendary actions at the start of its turn.

Tail. The naga makes a Tail attack.
Bite (Costs 2 Actions). The naga makes a Bite attack.
Spit Poison (Costs 2 Actions). The naga uses Spit Poison.
Cast a Spell (Costs 2 Actions). The naga uses Spellcasting.

Nightmare, Cauchemar

Cauchemar

The fearsome cauchemar is a massive nightmare that is 15-feet tall at the shoulder. It perpetually projects an aura of dread and can exhale a cone of sulfurous smoke that can severely burn and incapacitate anyone caught within it. They are the favored steeds of large fiends and giant blackguards.

Nightmare, Cauchemar

Huge Fiend, Typically Neutral Evil

Armor Class 14 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 60 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	20 (+5)	10 (+0)	14 (+2)	16 (+3)

Damage Immunities fire
Senses darkvision 60 ft., passive Perception 12
Languages understands Abyssal, Common, and Infernal but can't speak
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Aura of Dread. A creature hostile to the cauchemar that starts its turn within 20 feet of the cauchemar must succeed on a DC 14 Wisdom saving throw, unless the cauchemar is incapacitated. On a failed save, the target is frightened until the start of its next turn. While frightened in this way, the target can't perform any actions except move up to half its speed. If a creature's saving throw is successful, the creature is immune to the cauchemar's Aura of Dread for the next 24 hours.

Confer Fire Resistance. The cauchemar grants resistance to fire damage to anyone riding it.

Illumination. The cauchemar sheds bright light in a 15-foot radius and dim light for an additional 15 feet.

Actions

Multiattack. The cauchemar makes two attacks: one with its Bite and one with its Hooves.

Bite. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage plus 10 (3d6) fire damage.

Hooves. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 20 (4d6 + 6) bludgeoning damage plus 10 (3d6) fire damage.

Ethereal Stride. The cauchemar and up to three willing creatures within 5 feet of it magically enter the Ethereal Plane from the Material Plane, or vice versa.

Sulfur Breath (Recharge 5–6). The cauchemar exhales nauseating sulfurous smoke in a 15-foot cone. Each creature in that area must succeed on a DC 16 Constitution saving throw. On a failed save, the creature takes 14 (4d6) fire damage and is poisoned for 1 minute. A poisoned creature spends its action on each of its turns retching and reeling. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Creatures that don't need to breathe or are immune to fire or poison automatically succeed on this saving throw. On a successful save, the creature takes half as much damage and isn't poisoned.

Nothics

Eye of Vecna

An eye of Vecna was once a necromancer wizard who tirelessly sought the secrets of lichdom. In the end, it failed and was cursed to become a dark and grotesque version of nothic. Its head is almost skull-like, and its body looks desiccated, with its leathery skin almost stretched over its bony form. Despite its appearance, the eye of Vecna is a dangerous creature whose mere stare can cause a creature's flesh to instantly rot and decay.

Nothic Eye of Vecna

Medium Aberration, Typically Neutral Evil

Armor Class 17 (natural armor)
Hit Points 105 (14d8 + 42)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	16 (+3)	16 (+3)	8 (-1)

Skills Arcana +6, Insight +6, Perception +6, Religion + 6, Stealth +6
Senses truesight 120 ft., passive Perception 16
Languages Undercommon
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Decaying Gaze. When a creature starts its turn within 30 feet of the nothic and is able to see the nothic's eye, the nothic can magically force it to make a DC 14 Constitution saving throw, unless the nothic is incapacitated.

On a failed save, the creature takes 21(6d6) necrotic damage and its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Keen Sight. The nothic has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The nothic uses its Decaying Glare and makes two Claw attacks.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 10 (3d6) necrotic damage.

Decaying Glare. The nothic targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Constitution saving throw against this magic or take 21 (6d6) necrotic damage and its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Mind Twitch (Recharge 5–6). The nothic chooses up to three creatures it can see within 60 feet of it. Each target must succeed on a DC 14 Intelligence saving throw, or it takes 21 (4d8 + 3) psychic damage and must use their reaction to move up to half its speed to a space of the nothic's choice that the nothic can see. This movement provokes opportunity attacks. Constructs and Undead are immune to this effect.

Weird Insight. The nothic targets one creature it can see within 30 feet of it. The target must contest its Charisma (Deception) check against the nothic's Wisdom (Insight) check. If the nothic wins, it magically learns one fact or secret about the target. The target automatically wins if it is immune to being charmed.

Mindblight

At first glance, the mindblight looks just like a standard nothic. A closer examination will reveal that it has a lighter, greenish hide and its eye is colored a bizarre bright orange-red. The mindblight was a wizard enchanter before it was cursed. Any creature foolish enough to look at the mindblight risk becoming temporarily insane.

Nothic Mindblight

Medium Aberration, Typically Neutral Evil

Armor Class 16 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	14 (+2)	12 (+1)	8 (-1)

Skills Arcana +5, Insight +7, Perception +4, Stealth +6
Senses truesight 120 ft., passive Perception 14
Languages Undercommon
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Insanity Gaze. When a creature starts its turn within 30 feet of the nothic and is able to see the nothic's eye, the nothic can magically force it to make a DC 14 Intelligence saving throw, unless the nothic is incapacitated.

On a failed save, the creature must use its action to move up to its speed and make a melee weapon attack against a creature of the nothic's choice that the nothic can see. Constructs and Undead are immune to this effect.

Keen Sight. The nothic has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The nothic uses its Rotting Gaze and makes two Claw attacks.

Claw. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 7 (2d6) psychic damage.

Rotting Gaze. The nothic targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Constitution saving throw against this magic or take 14 (4d6) necrotic damage.

Mind Rot (Recharge 5–6). The nothic chooses up to three creatures it can see within 60 feet of it. Each target must succeed on a DC 14 Intelligence saving throw, or it takes 15 (3d8 + 2) psychic damage, has disadvantage to attack rolls, ability checks, and saving throws, and can't use reactions until the end of the nothic's next turn. If the target is a spellcaster that has unused spell slots, it also expends 1d4 spell slots (chosen at random). Constructs and Undead are immune to this effect.

Weird Insight. The nothic targets one creature it can see within 30 feet of it. The target must contest its Charisma (Deception) check against the nothic's Wisdom (Insight) check. If the nothic wins, it magically learns one fact or secret about the target. The target automatically wins if it is immune to being charmed.

Ogres

Bruiser

The ogre bruiser cares about nothing else but inflicting pain to its foes before finishing them with its Overhead Smash.

Champion of Vaprak

Vaprak, the god of trolls and ogres will sometimes implant his divine essence into an ogre cub. This causes the cub to grow into a monstrous ogre with sharp bone spikes protruding from its shoulders. The ogre also has tremendous strength and the ability to regenerate wounds like a troll.

Chieftain

The ogre chieftain is the largest and most intimidating ogre in its tribe. While it sees itself as a commander and tactician in battle, it is not a particularly good one as it merely bullies its troops into action.

Earth Shaman

The ogre earth shaman is the spiritual leader of an ogre tribe and is second only to its chieftain. In combat, it would support its kin as a healer and unleash the powers of the earth against its foes.

Skirmisher

Leaner and quicker than the average ogre, the skirmisher prefers to attack from afar and use hit-and-run tactics.

Ogre Bruiser

Large Giant, Typically Chaotic Evil

Armor Class 11 (hide armor)
Hit Points 85 (10d10 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8
Languages Common, Giant
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Multiattack. The ogre makes two melee attacks. It can replace one of its melee attacks with Overhead Smash, if available.

Greatclub. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+ 5) bludgeoning damage and the target has disadvantage on the next attack roll it makes before the start of the ogre's next turn.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Overhead Smash (Recharge 5–6). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 23 (4d8 + 5) bludgeoning damage, and if the target is a creature, it must succeed on a DC 15 Constitution saving throw or be stunned until the end of of the ogre's next turn.

Ogre Champion of Vaprak

Large Giant, Typically Chaotic Evil

Armor Class 11 (hide armor)
Hit Points 93 (11d10 + 33)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	16 (+3)	6 (-2)	8 (-1)	8 (-1)

Senses darkvision 60 ft., passive Perception 9
Languages Common, Giant
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Regeneration. The ogre regains 10 hit points at the start of its turn. If the ogre takes acid or fire damage, this trait doesn't function at the start of the ogre's next turn. The ogre dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The ogre makes two melee attacks. It can replace one of its melee attacks with Ground Pound, if available.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+ 6) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Ground Pound (Recharge 5–6). The ogre slams its greatclub on the ground, triggering an earth tremor and violently pelting the area with debris. Each creature on the ground in a 10-foot cube originating from the ogre must succeed on a DC 17 Strength saving throw. On a failed save, a creature takes 15 (2d8 + 6) bludgeoning damage and is knocked prone. If a creature fails its save by 5 or more, it is also stunned until the end of its next turn. On a successful save, a creature takes half as much damage and isn't knocked prone.

Ogre Chieftain

Large Giant, Typically Chaotic Evil

Armor Class 16 (chain mail)
Hit Points 114 (12d10 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	18 (+4)	6 (-2)	8 (-1)	9 (-1)

Senses darkvision 60 ft., passive Perception 9
Languages Common, Giant
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Legendary Resistance (1/Day). If the ogre fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The ogre makes two melee attacks.

Spiked Greatclub. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+ 5) bludgeoning damage plus 4 (1d8) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Skull Crush (Recharge 5–6). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8+ 5) bludgeoning damage plus 4 (1d8) piercing damage, and if the target is a creature, it must succeed on a DC 16 Constitution saving throw or be knocked unconscious for 1 minute. The unconscious target repeats the saving throw if it takes damage and at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The ogre can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ogre regains spent legendary actions at the start of its turn.

Move. The ogre moves up to half its speed.
Club (Costs 2 Actions). The ogre makes a Spiked Greatclub attack.
Bark Command (Costs 3 Actions). The ogre targets up to two allies it can see within 30 feet of it. If the target can see and hear the ogre, the target can use its reaction to make one weapon attack with disadvantage on the attack roll.

Ogre Earth Shaman

Large Giant, Typically Chaotic Evil

Armor Class 12 (hide armor)
Hit Points 85 (10d10 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	5 (-3)	16 (+3)	7 (-2)

Senses darkvision 60 ft., passive Perception 13
Languages Common, Giant
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Actions

Quarterstaff. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage, or 12 (2d8 + 3) bludgeoning damage if used with two hands.

Toxic Lash. *Ranged Spell Attack:* +5 to hit, range 60 ft., one target. *Hit:* 16 (3d8 + 3) acid or poison damage (the ogre's choice).

Spellcasting. The ogre casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13):

At will: *druidcraft, mending, mold earth*
1/day each: *bestow curse, hold person, earth tremor, spike growth*

Rippling Earth (Recharges 5–6). The ogre causes the earth to suddenly move in a violent, cascading motion in a 30-foot line that is 10 feet wide. Each creature standing on the ground in that line must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 19 (3d12) bludgeoning damage, is pushed up to 10 feet, and is knocked prone. On a successful save, a creature takes half as much damage and isn't pushed or knocked prone. Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot-square portion of the area requires at least 1 minute to clear by hand.

Ogre Skirmisher

Large Giant, Typically Chaotic Evil

Armor Class 14 (hide armor)
Hit Points 76 (9d10 + 27)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8
Languages Common, Giant
Challenge 3 (700 XP) **Proficiency Bonus** +2

Skirmish Advantage. Once per turn, the ogre gains advantage on its attack roll when it makes a weapon attack while occupying a space at least 15 feet away from where it started its turn.

Actions

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+ 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Reactions

Skirmisher. When an enemy the ogre can see ends its turn within 5 feet of it, the ogre can move up to half its speed. This movement doesn't provoke opportunity attacks.

Warhulk

The warhulk is a large ogre that has mastered the giant flail. During combat, the warhulk can move about and swing its massive flail around, hitting multiple foes.

Skullcrusher

Ogres usually wear loincloths and hide as armor, but the skullcrushers prefer to wear plate armor and carry shields. They use giant morningstars as weapons, which they expertly use to bash the skulls of their foes with. Unlike their kin, skullcrusher ogres are disciplined and trained to follow orders during battle.

Ogre Warhulk

Large Giant, Typically Chaotic Evil

Armor Class 14 (ring mail)
Hit Points 93 (11d10 + 33)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+6)	8 (-1)	16 (+3)	5 (-3)	8 (-1)	7 (-2)

Senses darkvision 60 ft., passive Perception 9
Languages Common, Giant
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Actions

Multiattack. The ogre makes two melee attacks.

Great Flail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Whirling Flail (Recharge 5–6). The ogre warhulk moves up to half its speed and targets each creature within 10 feet of it during its movement. Each target must succeed on a DC 16 Dexterity saving throw or take 17 (2d10 + 6) bludgeoning damage and be knocked prone.

Skullcrusher Ogre

Large Giant, Typically Lawful Evil

Armor Class 20 (plate, shield)
Hit Points 85 (10d10 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	8 (-1)	7 (-2)

Senses darkvision 60 ft., passive Perception 9
Languages Common, Giant
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Actions

Morningstar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Shield Bash. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Skull Crush (Recharge 5–6). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 22 (4d8 + 4) bludgeoning damage, and if the target is a creature, it must succeed on a DC 14 Constitution saving throw or be knocked unconscious for 1 minute. The unconscious target repeats the saving throw if it takes damage and at the end of each of its turns, ending the effect on itself on a success.

Oni

Night Haunter

The night haunter is an insidious oni that prefers to slay its victims in their sleep.

The Bogeyman. The oni night haunter begins by assuming a humanoid form that is friendly to its location before entering a settlement. After successfully injecting itself into the community and earning the trust of its folk, it begins haunting them one by one in their dreams. The oni targets the children first, as these are its favorites to devour. Only when it has slain one using its Nightmare Haunting ability does it materialize to feast on the victim's corpse. It continues to repeat this process, stopping only if it feels it is in danger of being discovered.

Oni Night Haunter

Large Giant, Typically Lawful Evil

Armor Class 16 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Dex + 5, Con + 6, Wis +4, Cha +6
Skills Arcana +5, Deception +9, Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Common, Giant
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Magic Weapons. The oni's weapon attacks are magical.

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

Soul Devourer. The oni devours the souls of the victims it has slain through its Nightmare Haunting. Only through a *wish* spell, or by slaying the oni, can the victims' souls be free and willing to be resurrected.

Actions

Multiattack. The oni makes two attacks, either with its Claw or with its Morningstar.

Morningstar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

Claw (Oni Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage. If the target is a creature, it must succeed on a DC 14 Wisdom saving throw or fall unconscious. The creature remains unconscious for 1 minute, or until it takes damage, or someone uses an action to shake or slap the creature awake.

Spellcasting. The oni casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *darkness, invisibility*
2/day each: *charm person, ray of enfeeblement, sleep*
1/day each: *cone of cold, gaseous form, plane shift* (self only)

Change Shape. The oni magically transforms into a Small or Medium humanoid, into a Large Giant, or back into its true form, while retaining its game statistics. The only equipment that is transformed is its weapon, which shrinks so that it can be wielded in humanoid form. This transformation ends if the oni is reduced to 0 hit points or uses an action to end it.

Nightmare Haunting (1/Day). While on the Ethereal Plane, the oni magically touches a sleeping humanoid on the Material Plane. A *protection from evil and good* spell cast on the target prevents this contact, as does a *magic circle*. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and the oni gains 3d10 temporary hit points. The oni's temporary hit points last for 12 hours. The reduction to the target's hit point maximum lasts until removed by the *greater restoration* spell or similar magic.

Reactions

Fade into Mist (Recharge 5–6). When hit by an attack roll, the attack instead misses and the oni turns into a gaseous form and moves up to 60 feet away to an unoccupied space it can see. While in this form, the oni can enter the space of another creature and has resistance to nonmagical damage, and it has advantage on Strength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated.

While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. It remains in this form until the start of its next turn.

Oni Magi

Oni magi are advanced oni that have improved martial and spellcasting abilities. These oni actively recruit, unite, and command evil humanoid and giant tribes to raid civilized settlements. The oni magi aim to capture folk, using them as slaves as well as food to devour. They are often found working with ogres, trolls, and hill giants.

Oni Magi

Large Giant, Typically Lawful Evil

Armor Class 16 (chain mail)
Hit Points 161 (19d10 + 57)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	18 (+4)	12 (+1)	16 (+3)

Saving Throws Dex + 4, Con + 7, Wis +5, Cha +7
Skills Arcana +8, Athletics +8, Deception +11, Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Common, Giant
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Magic Weapons. The oni's weapon attacks are magical.

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

Spell Penetration. If the oni casts a spell and is interrupted by an enemy's *counterspell*, treat the spell's level as 3 levels higher.

Actions

Multiattack. The oni makes two melee attacks. Alternatively, it can make one melee attack and use Spellcasting.

Claw (Oni Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Spiked Chain. *Melee Weapon Attack*: +8 to hit, reach 20 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage, and the target is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the oni can automatically hit the target with its Spiked Chain but can't make Spiked Chain attacks against other targets.

Spiked Chain Slam. The oni slams a Large or smaller creature grappled by its spiked chain into another creature or a solid surface within 20 feet. Both creatures must succeed on a DC 18 Strength saving throw or take 15 (2d10 + 4) bludgeoning damage and be stunned until the end of its next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Spellcasting. The oni casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks) and it needs only verbal components to cast its spells:

At will: *darkness, invisibility, mage hand, minor illusion*
2/day each: *charm person, cone of cold, gaseous form, sleep*
1/day each: *chain lightning, dimension door, dispel magic, dominate person, stoneskin, steel wind strike, thunder step, whirlwind*

Change Shape. The oni magically transforms into a Small or Medium humanoid, into a Large Giant, or back into its true form, while retaining its game statistics. The only equipment that is transformed is its weapon, which shrinks so that it can be wielded in humanoid form. This transformation ends if the oni is reduced to 0 hit points or uses an action to end it.

Reactions

Fade into Mist (Recharge 5–6). When hit by an attack roll, the attack instead misses and the oni turns into a gaseous form and moves up to 60 feet away to an unoccupied space it can see. While in this form, the oni can enter the space of another creature and has resistance to nonmagical damage, and it has advantage on 5trength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated.

While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. It remains in this form until the start of its next turn.

Oni Lord

The oni lord, also known as the oni omo, is a powerful ogre magi that rules over all other oni in its territory. It is a highly intelligent battle commander and spends most of its time organizing and planning excursions into enemy communities.

It lives in a well-guarded magical keep created by its *mighty fortress* spell, where it keeps all its treasure and enslaved concubines. He is never without his oni magi bodyguards.

Oni Lord

Large Giant, Typically Lawful Evil

Armor Class 17 (splint)
Hit Points 199 (21d10 + 84)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	18 (+4)	20 (+5)	14 (+2)	18 (+4)

Saving Throws Dex + 5, Con + 9, Wis +7, Cha +9
Skills Arcana +10, Deception +14, Perception +7
Senses darkvision 60 ft., passive Perception 17
Languages Common, Giant
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Greater Spell Penetration. If the oni casts a spell and is interrupted by an enemy's *counterspell*, treat the spell's level as 5 levels higher.

Legendary Resistance (3/Day). If the oni fails a saving throw, it can choose to succeed instead.

Magic Weapons. The oni's weapon attacks are magical.

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

Actions

Multiattack. The oni makes two melee attacks. Alternatively, it can make one melee attack and use Spellcasting.

Claw (Oni Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

Greatsword. *Melee Weapon Attack*: +10 to hit, reach 20 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage.

Spellcasting. The oni casts one of the following spells using Intelligence as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks) and it needs only verbal components to cast its spells:

At will: *darkness, invisibility, mage hand, minor illusion*
2/day each: *charm person, cone of cold, gaseous form, sleep*
1/day each: *chain lightning, charm monster, dimension door, dispel magic, dominate person, stoneskin, mighty fortress, power word stun, steel wind strike, thunder step, whirlwind*

Change Shape. The oni magically transforms into a Small or Medium humanoid, into a Large Giant, or back into its true form, while retaining its game statistics. The only equipment that is transformed is its weapon, which shrinks so that it can be wielded in humanoid form. This transformation ends if the oni is reduced to 0 hit points or uses an action to end it.

Legendary Actions

The oni can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The oni regains spent legendary actions at the start of its turn.

Attack. The oni makes a Claw or Greatsword attack.
Command. The oni targets one ally it can see within 30 feet of it. If the target can see and hear the oni, the target can use its reaction to make one weapon attack with advantage on the attack roll.
Cast a Spell (Costs 2 Actions). The oni uses Spellcasting.

Reactions

Fade into Mist (Recharge 5–6). When hit by an attack roll, the attack instead misses and the oni turns into a gaseous form and moves up to 60 feet away to an unoccupied space it can see. While in this form, the oni can enter the space of another creature and has resistance to nonmagical damage, and it has advantage on 5trength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated.

While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. It remains in this form until the start of its next turn.

Oni Yama-uba

The oni yama-uba, also known as the demon hag, is a bloodthirsty, cunning, and very patient hunter. It is a devourer of human flesh and is particularly fond of eating children, especially the very portly ones.

Two-Faced Killers. It always appears as a female hermit or solitary crone living deep in the forested mountains. When encountered, it appears friendly and accommodating, offering real food and its home as a safe refuge to spend the night. It will even offer to heal any wounded, providing them with curing salves. Once it has earned the trust of its would-be victims, the oni yama-uba then finds ways to draw out and divide the group. Once it has isolated one or two victims away from its companions, it reveals its true form and attacks.

Oni Yama-Uba

Large Giant, Typically Lawful Evil

Armor Class 16 (natural armor)
Hit Points 144 (17d10 + 51)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	14 (+2)	12 (+1)	18 (+4)

Saving Throws Dex + 6, Con + 7, Wis +5, Cha +8
Skills Arcana +6, Deception +12, Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages Common, Giant
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Horrific Appearance. Any humanoid that starts its turn within 30 feet of the oni and can see the oni's true form must make a DC 16 Wisdom saving throw. On a failed save, the creature is frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the oni is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the oni's Horrific Appearance for the next 24 hours.

Unless the target is surprised or the revelation of the oni's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the oni.

Magic Weapons. The oni's weapon attacks are magical.

Regeneration. The oni regains 10 hit points at the start of its turn if it has at least 1 hit point.

Actions

Multiattack. The oni makes two Claw attacks.

Claw (Oni Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 10 (3d6) poison damage.

Death Glare. The oni targets one frightened creature she can see within 30 feet of her. If the target can see the oni, it must succeed on a DC 16 Wisdom saving throw against this magic or drop to 0 hit points.

Spellcasting. The oni casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16):

At will: *darkness, invisibility*
2/day: *charm person, ray of enfeeblement, spirit guardians, sleep*
1/day each: *cone of cold, gaseous form*

Change Shape. The oni magically transforms into a Small or Medium humanoid, into a Large Giant, or back into its true form, while retaining its game statistics. This transformation ends if the oni is reduced to 0 hit points or uses an action to end it.

Maddening Cackle (Recharge 5–6). Each creature within 30 feet of the oni and able to hear the oni must succeed on a DC 16 Charisma saving throw. On a failed save, the target takes 17 (3d8 + 4) psychic damage, and must use its reaction to move up to half its speed and make a melee weapon attack against one creature of the oni's choice that the oni can see. Constructs and Undead are immune to this effect.

Reactions

Fade into Mist (Recharge 5–6). When hit by an attack roll, the attack instead misses and the oni turns into a gaseous form and moves up to 60 feet away to an unoccupied space it can see. While in this form, the oni can enter the space of another creature and has resistance to nonmagical damage, and it has advantage on 5trength, Dexterity, and Constitution saving throws. The target can pass through small holes, narrow openings, and even mere cracks, though it treats liquids as though they were solid surfaces. The target can't fall and remains hovering in the air even when stunned or otherwise incapacitated.

While in the form of a misty cloud, the target can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. It remains in this form until the start of its next turn.

Monstrous Black Pudding

Monstrous black puddings can reach 20-feet diameter in size and can be very destructive to the local ecology, as they can consume all manner of organic matter. Thankfully, these specimens are rare as black puddings seldom grow to such immense sizes. They typically haunt fetid swamps, foul sewers, and overgrown ruins.

Black Pudding, Monstrous

Huge Ooze, Unaligned

Armor Class 7
Hit Points 187 (15d12 + 90)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	5 (-3)	22 (+6)	1 (-5)	6 (-2)	1 (-5)

Damage Immunities acid, cold, lightning, slashing
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Amorphous. The pudding can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the pudding or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the pudding corrodes. After dealing damage, the weapon takes a permanent cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the pudding is destroyed after dealing damage.

The pudding can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

Spider Climb. The pudding can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The pudding makes two Pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Reactions

Split. When a pudding that is Medium or larger is subjected to lightning or slashing damage, it splits into two new puddings if it has at least 10 hit points. Each new pudding has hit points equal to half the original pudding's, rounded down. New puddings are one size smaller than the original pudding. Large or smaller puddings attack only once per turn and deal only half their normal damage.

Monstrous Gelatinous Cube

A gelatinous cube that continues to consume organic matter unmolested will eventually grow into a monstrous one. These specimens can reach a size of 15-feet square and can engulf large animals the size of elephants.

Monstrous Gray Ooze

Monstrous gray oozes can appear to look like a wet 10-foot diameter rock or 10-foot square of stone block. They typically lurk in ruins and caverns, waiting motionlessly until prey passes within 5 feet of them.

Monstrous Ochre Jelly

This ochre jelly can reach 12-feet diameter in size, with pseudopods that can extend up to 10 feet in length. Due to their size, a monstrous ochre jelly can split into four Medium jellies.

Gelatinous Cube, Monstrous

Huge Ooze, Unaligned

Armor Class 6
Hit Points 162 (12d12 + 84)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	3 (-4)	24 (+7)	1 (-5)	6 (-2)	1 (-5)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw. Creatures inside the cube can be seen but have total cover. A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 15 Strength check, and the creature making the attempt takes 14 (4d6) acid damage. The cube can hold only one Huge, two Large, or up to four Medium or smaller creatures inside it at a time.

Transparent. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

Actions

Multiattack. The cube makes two Pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (4d6) acid damage. If the target is a Large or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, takes 14 (4d6) acid damage at the start of each of the cube's turns, and the cube can't use this pseudopod to attack another creature.

Engulf. The cube moves up to its speed. While doing so, it can enter Huge or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 15 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 14 (4d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 28 (8d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 15 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

Gray Ooze, Monstrous

Large Ooze, Unaligned

Armor Class 8
Hit Points 52 (5d10 + 25)
Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (-2)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Skills Stealth +2
Damage Resistances acid, cold, fire
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Corrosive Form. A creature that touches the ooze or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the ooze corrodes. After dealing damage, the weapon takes a permanent cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the ooze is destroyed after dealing damage.

The ooze can eat through 2-inch-thick, nonmagical wood or metal in 1 round.

False Appearance. If the ooze is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the ooze move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the ooze is animate.

Actions

Multiattack. The ooze makes two Pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing non magical metal armor, its armor is partly corroded and takes a permanent and cumulative - 1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Ochre Jelly, Monstrous

Huge Ooze, Unaligned

Armor Class 8
Hit Points 94 (9d12 + 36)
Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	2 (-4)	6 (-2)	1 (-5)

Damage Resistances acid
Damage Immunities lightning, slashing
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Amorphous. The jelly can move through a space as narrow as 1 inch wide without squeezing.

Spider Climb. The jelly can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The jelly makes two Pseudopod attacks.

Pseudopod. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 4 (1d8) acid damage.

Reactions

Split. When a jelly that is Medium or larger is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit points. Each new jelly has hit points equal to half the original jelly's, rounded down. New jellies are one size smaller than the original jelly. Large or smaller jellies attack only once per turn and deal only half their normal damage.

Orcs

Presented in this section are the common orcish archetypes. They are the following: the archer, berserker, brigand, champion of Gruumsh, raider, scout, sorcerer, war drummer, witchblade, and wolf shaman.

Orc Archer

Medium Humanoid (Orc), Any Alignment

Armor Class 15 (studded leather)
Hit Points 15 (2d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Actions

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

Bonus Actions

Aggressive. The orc moves up to its speed toward a hostile creature it can see.

Orc Berserker

Medium Humanoid (Orc), Any Alignment

Armor Class 13 (hide armor)
Hit Points 42 (5d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	7 (-2)	11 (+0)	10 (+0)

Skills Athletics +6, Intimidation +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 2 (450 XP) **Proficiency Bonus** +2

Reckless. At the start of its turn, the orc can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The orc makes two attacks with its Greataxe or Javelin.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Bonus Actions

Aggressive. The orc moves up to its speed toward a hostile creature it can see.

Orc Brigand

Medium Humanoid (Orc), Any Alignment

Armor Class 15 (studded leather)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2, Stealth +7
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 1 (200 XP) **Proficiency Bonus** +2

Sneak Attack (1/Turn). The orc deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the orc that isn't incapacitated and the orc doesn't have disadvantage on the attack roll.

Actions

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

Aggressive. The orc moves up to its speed toward a hostile creature it can see.

Cunning Action. The orc takes the Dash, Disengage, or Hide action.

Orc Raider

Medium Humanoid (Orc), Any Alignment

Armor Class 16 (hide armor, shield)
Hit Points 37 (5d8 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 2 (450 XP) **Proficiency Bonus** +2

Distracting Strike (1/Turn). When the orc hits a creature with a weapon attack, the next attack roll against the target by an attacker other than the orc has advantage if the attack is made before the start of the orc's next turn.

Actions

Multiattack. The orc makes two attacks with its Scimitar or Javelin.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

Aggressive. The orc moves up to its speed toward a hostile creature it can see.

Lightfooted. The orc takes the Dash or Disengage action.

Orc Champion of Gruumsh

Medium Humanoid (Orc), Any Alignment

Armor Class 18 (plate)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	8 (-1)	12 (+1)	12 (+1)

Skills Athletics +8, Intimidation +4, Religion +2
Senses darkvision 60 ft., passive Perception 11
Languages Common, Orc
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Indomitable (2/Day). The orc rerolls a failed saving throw. It must use the new roll.

Relentless (Recharges after a Short or Long Rest). If the orc takes 20 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack. The orc makes two attacks with its Greataxe or Javelin.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Bonus Actions

Aggressive. The orc moves up to its speed toward a hostile creature it can see.

Wrath of Gruumsh (Recharges after a Long Rest). The orc magically infuses its attacks with necrotic energy. For 1 minute, the first creature the orc hits on each of its turns with a weapon attack takes 9 (1d6 + 6) necrotic damage.

Zealous Presence (Recharges after a Short or Long Rest). The orc unleashes a battle cry infused with divine energy. Up to ten other creatures of its choice within 60 feet of it that can hear it gain advantage on attack rolls and saving throws until the start of its next turn.

Orc Scout

Medium Humanoid (Orc), Any Alignment

Armor Class 16 (studded leather)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	14 (+2)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2, Stealth +6
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 1 (200 XP) **Proficiency Bonus** +2

Skirmish Advantage. Once per turn, the orc gains advantage on its attack roll when it makes a weapon attack while occupying a space at least 15 feet away from where it started its turn.

Actions

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage.

Bonus Actions

Aggressive. The orc moves up to its speed toward a hostile creature it can see.

Lightfooted. The orc takes the Dash or Disengage action.

Reactions

Skirmisher. When an enemy the orc can see ends its turn within 5 feet of it, the orc can move up to half its speed. This movement doesn't provoke opportunity attacks.

Orc Sorcerer

Medium Humanoid (Orc), Any Alignment

Armor Class 12 (15 with *mage armor)*
Hit Points 58 (9d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	12 (+1)	11 (+0)	16 (+3)

Skills Arcana +3, Intimidation +5
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 3 (700 XP) **Proficiency Bonus** +2

Sorcery Points. The orc has 6 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Empowered Spell: When the orc rolls damage for a spell, it can spend 1 sorcery point to reroll up to 3 damage dice. It must use the new rolls. It can use Empowered Spell even if it has already used a different Metamagic option during the casting of the spell.

Quickened Spell: When the orc casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Actions

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Elemental Bolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. Hit: 12 (2d8 + 3) acid, cold, fire, or lightning (orc's choice) damage.

Spellcasting. The orc casts one of the following spells using Charisma as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *create bonfire* (2d8), *mage hand, minor illusion*
1/day each: *Aganazzar's scorcher, fear, fireball, mage armor, mirror image, thunderwave*

Bonus Actions

Aggressive. The orc moves up to its speed toward a hostile creature it can see.

Orc War Drummer

Medium Humanoid (Orc), Any Alignment

Armor Class 14 (studded leather)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	16 (+3)

Skills Intimidation +5, Performance +5
Senses darkvision 60 ft., passive Perception 11
Languages Common, Orc
Challenge 1 (200 XP) **Proficiency Bonus** +2

War Drums. An ally that starts its turn within 60 feet of the orc and can hear the orc gains advantage on ability checks and saving throw rolls until the start of its next turn, provided the orc isn't incapacitated.

Actions

Bone Drumstick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Rouse Ally. The orc targets one ally within 60 feet of it and can hear the orc. The target gains advantage on attack rolls until the start of the orc's next turn.

Maneuver Allies (Recharge 5–6). Up to four allies within 60 feet of the orc that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Incite Allies (1/Day). Up to three allies within 60 feet of the orc and can hear the orc can use its reaction to move up to half its speed and make one melee weapon attack.

Bonus Actions

Aggressive. The orc moves up to its speed toward a hostile creature it can see.

Witchblade

The orc witchblade is a warlock hexblade. It usually serves its tribe as a guardian from supernatural attacks and creatures. Despite the value it provides to its tribe, its brethren shun the witchblade, making it live like a recluse, only to be summoned when needed.

Wolf Shaman

The orc wolf shaman is a powerful druid that can transform itself into a dire wolf. In combat, it uses its electrically-charged fist weapons that are designed to look like a wolf's paws. The wolf shaman can also summon up to three wolf spirits that can strike and terrify those they attack.

Orc Witchblade

Medium Humanoid (Orc), Any Alignment

Armor Class 18 (breastplate, shield)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	12 (+1)	11 (+0)	16 (+3)

Skills Arcana +3, Deception +5, Intimidation +5
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 7 (2d6) necrotic damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Spellcasting. The orc casts one of the following spells using Charisma as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *eldritch blast* (2 beams), *mage hand, minor illusion*
2/day (as 4th-level spells): *blur, dimension door, dispel magic, elemental weapon, phantasmal killer*

Bonus Actions

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature it can see.

Hexblade's Curse (Recharges after a Short or Long Rest). As a bonus action, the orc targets a creature it can see within 30 feet of it. The target is cursed for 1 minute. The curse ends early if the target dies, the orc dies, or it is incapacitated. Until the curse ends, the orc gains the following benefits:

- It deals an extra 3 damage on damage rolls against the cursed target.
- Any attack roll it makes against the cursed target is a critical hit on a roll of 19 or 20 on the d20.
- If the cursed target dies, the orc regains 14 hit points.

Reactions

Armor of Hexes. When hit by an attack roll by a creature cursed by the orc's Hexblade's Curse, roll a d6. On a roll of 4 or higher, the attack instead misses the orc, regardless of its roll.

Orc Wolf Shaman

Medium Humanoid (Orc), Any Alignment

Armor Class 14 (hide armor)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	16 (+3)	10 (+0)

Skills Intimidation +2, Perception +5, Nature +4
Senses darkvision 60 ft., passive Perception +15
Languages Common, Orc
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Multiattack. The orc makes two Claw attacks.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) lightning damage.

Storm Bolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 16 (3d8 + 3) lightning or thunder (orc's choice) damage.

Spellcasting. The orc casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *druidcraft, guidance, mold earth*
2/day each: *cure wounds, spike growth,*
1/ day each: *conjure animals (wolves), erupting earth, polymorph*

Spirit Wolves (Recharge 5–6). The orc targets up to 3 creatures it can see within 30 feet of it. A spectral wolf manifests beside each target and bites it. Each target must succeed on a DC 13 Wisdom saving throw. On a failed save, a creature takes 13 (3d8) psychic damage, is knocked prone, and is frightened until the end of orc's next turn. On a successful save, a creature takes half as much damage and isn't knocked prone or frightened.

Change Shape (Recharges after a Short or Long Rest). The orc magically transforms into a dire wolf, while retaining its game statistics. This transformation ends if the orc is reduced to 0 hit points or uses a bonus action to end it. Any equipment it is wearing or carrying isn't transformed.

Bonus Actions

Aggressive. The orc moves up to its speed toward a hostile creature it can see.

Otyughs

Lifeleech Otyugh

In its lifetime, an otyugh can consume an incredible amount of filth and refuse. Some of these digested wastes may sometimes contain various arcane and alchemical residues, which remain in the body of an otyugh. When the creature has accumulated a large amount of it, it may mutate and eventually become a lifeleech otyugh. This abomination becomes slightly tougher and grows more tentacles than its normal kin. Worse, it has developed a means to feed on magical healing energy intended for a creature near it. It is primarily because of this unique feature that powerful mages capture and use the lifeleech otyugh as a guardian.

Lifeleech Otyugh

Large Aberration, Typically Neutral

Armor Class 14 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	7 (-2)	14 (+2)	7 (-2)

Saving Throws Con +7
Skills Perception +8, Stealth +6
Senses darkvision 120 ft., passive Perception 18
Languages Otyugh
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Garbage Camouflage. The otyugh has advantage on Dexterity (Stealth) checks made to hide in garbage, offal, or sewer terrain.

Limited Telepathy. The otyugh can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Actions

Multiattack. The otyugh makes one Bite attack and four Tentacle attacks. It can replace two Tentacle attacks with Tentacle Slam.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target.

Tentacle Slam. The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Constitution saving throw or take 10 (2d6 + 3) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Reactions

Lifeleech. When a creature within 30 feet of the otyugh is targeted by a spell that allows the creature to regain hit points, it instead targets the otyugh. If an otyugh regains hit points as a result of this, it gains advantage on all attack rolls and saving throws until the end of its next turn.

Neo-Otyugh

Huge Aberration, Typically Neutral

Armor Class 15 (natural armor)
Hit Points 225 (18d12 + 108)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	23 (+6)	9 (-1)	16 (+3)	9 (-1)

Saving Throws Con +10
Skills Perception +11, Stealth +8
Senses darkvision 120 ft., passive Perception 21
Languages Common, Otyugh
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Garbage Camouflage. The otyugh has advantage on Dexterity (Stealth) checks made to hide in garbage-filled or sewer terrain.

Limited Telepathy. The otyugh can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

Stench. Any creature that starts its turn within 10 feet of the otyugh must succeed on a DC 18 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the otyugh's Stench for 24 hours.

Actions

Multiattack. The otyugh makes one Bite attack and two Tentacle attacks. It can replace two Tentacle attacks with Tentacle Slam.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 23 (4d8 +5) piercing damage. If the target is a creature, it must succeed on a DC 18 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

Tentacle. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 9 (2d8) piercing damage. If the target is Large or smaller, it is grappled (escape DC 15) and restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target.

Tentacle Slam. The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 17 Constitution saving throw or take 19 (4d6 + 5) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

Reactions

Meat Shield. The otyugh uses its grappled victims as a shield against melee attacks. If the grappled creature is Medium or smaller, the otyugh adds 3 to its AC against one melee attack that would hit it. If the grappled creature is Large, the otyugh adds 5 to its AC against one melee attack that would hit it. If the attack misses the otyugh as a result, the melee attack instead hits the grappled creature. To do so, the otyugh must see the attacker and must be grappling with a creature.

Neo-Otyugh

The neo-otyugh is larger, more cunning, and far more dangerous when compared to the normal otyugh. Its bloated 15-foot diameter body has a disgusting, rubbery hide that constantly oozes bile. The smell is so horrendous it would cause anyone near enough to smell it to vomit and retch.

Meat Shield. After the neo-otyugh grabs a victim caught by its tentacle, the foul creature can use it as a shield against an impending melee attack. If successful, the attack would hit the unlucky victim instead of the otyugh.

Ironfeather Owlbear

Dire Owlbear

Winterclaw Owlbear

Owlbears

Dire Owlbear

The dire owlbear is a monstrous beast that is twice as big as a standard owlbear, able to reach a height of 15 feet when upright. It has powerful rending claws that end in foot-long talons. It is so strong that it can easily knock down creatures as large as itself.

Great Horned Owlbear

The great horned owlbear is a species that can unleash an ear-shattering screech that is so loud it can momentarily stun those who hear it, providing the creature with an opening to deliver a killing blow.

Dire Owlbear

Huge Monstrosity, Unaligned

Armor Class 14 (natural armor)
Hit Points 149 (13d12 + 65)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	21 (+5)	3 (-4)	14 (+2)	7 (-2)

Skills Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

Multiattack. The owlbear makes two Claw attacks and one Beak attack. If both Claw attacks hit a Huge or smaller creature, the target takes an extra 9 (2d8) slashing damage and must succeed on a DC 18 Strength saving throw or be knocked prone.

Beak. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Ironfeather Owlbear

The ironfeather owlbear has razor-sharp, iron-like feathers that protect the creature like thick scale armor. The beast can spread its wings and use them like cleaving blades, slicing through anything nearby. The owlbear can also suddenly unfurl its wings, unleashing loose feathers like flying knives.

Winterclaw Owlbear

Usually inhabiting only arctic areas, the winterclaw owlbear is a beast that constantly projects a deadly frost aura that can chill the blood of creatures nearby. The owlbear can also unleash an icy breath that can freeze its victims solid.

Great Horned Owlbear

Large Monstrosity, Unaligned

Armor Class 14 (natural armor)
Hit Points 85 (9d10 + 36)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

Multiattack. The owlbear uses Stunning Screech. It then makes two attacks: one with its Beak and one with its Claws.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage.

Bonus Actions

Stunning Screech (Recharge 5–6). The owlbear emits a shrill, earsplitting screech. Each creature within 30 feet of the owlbear and able to hear it must succeed on a DC 14 Constitution saving throw or be stunned until the end of the owlbear's next turn.

Ironfeather Owlbear

Large Monstrosity, Unaligned

Armor Class 17 (natural armor)
Hit Points 104 (11d10 + 44)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	18 (+4)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

Multiattack. The owlbear makes two attacks: one with its Beak and one with its Claws. When available, it can use Wing Cleave in place of its Claws.

Beak. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage.

Wing Cleave (Recharge 4–6). The owlbear unfurls its wings in the shape of a fan and violently swings them around. Each creature within 10 feet of it must succeed on a DC 17 Dexterity saving throw, taking 17 (2d10 + 6) slashing damage on a failed save, or half as much damage on a successful one.

Ironfeather Spray (1/Day). The owlbear flings razor-sharp feathers in a 30-foot cone. Each creature in that area must succeed on a DC 17 Dexterity saving throw, taking 28 (4d10 + 6) piercing damage on a failed save, or half as much damage on a successful one.

Winterclaw Owlbear

Large Monstrosity, Unaligned

Armor Class 14 (natural armor)
Hit Points 85 (9d10 + 36)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	18 (+4)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Aura of Chilling Frost. A creature that starts its turn within 10 feet of the owlbear takes 7 (2d6) cold damage and can't use reactions until the end of the owlbear's next turn.

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

Multiattack. The owlbear makes two attacks: one with its Beak and one with its Claws.

Beak. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage plus 3 (1d6) cold damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage plus 7 (2d6) cold damage.

Cold Breath (Recharge 5–6). The owlbear exhales an icy blast in a 15-foot cone. Each creature in that area must succeed on a DC 17 Constitution saving throw, taking 28 (8d6) cold damage on a failed save, or half as much damage on a successful one.

Perytons

Alpha

The peryton alpha is the master of its flock and leads them in their hunt for humanoid flesh and hearts. It is more cunning than the regular peryton and exhibits an uncanny, almost humanoid-like intelligence when encountered.

Dire Peryton

This oversized, extremely rare peryton is usually found as a solitary creature or a mated pair. If encountered near its nest, it will typically be tending to 3-4 of its young, which are treated as regular perytons. Dire perytons are also prized as guardians by annis hags, giants, and onis.

Peryton Alpha

Medium Monstrosity, Typically Chaotic Evil

Armor Class 13 (natural armor)
Hit Points 58 (9d8 + 18)
Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	10 (+0)	14 (+2)	11 (+0)

Skills Perception +6
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses passive Perception 16
Languages understands Common and Elvish but can't speak
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Dive Attack. If the peryton is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Flyby. The peryton doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Keen Sight and Smell. The peryton has advantage on Wisdom (Perception) checks that rely on sight or smell.

Pack Tactics. The peryton has advantage on an attack roll against a creature if at least one of the peryton's allies is within 5 feet of the creature and the ally isn't incapacitated.

Packmaster. An ally within 5 feet of the peryton has advantage on attack rolls against a creature that is within 5 feet of the peryton and another ally, provided the peryton and the other ally aren't incapacitated.

Actions

Multiattack. The peryton makes two attacks: one to Gore and one with its Talons.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

Dire Peryton

Large Monstrosity, Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	9 (-1)	14 (+2)	10 (+0)

Skills Perception +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses passive Perception 18
Languages understands Common and Elvish but can't speak
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Dive Attack. If the peryton is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 13 (3d8) damage to the target. If the target is a creature, it must succeed on a DC 16 Strength saving throw or be knocked prone.

Flyby. The peryton doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Keen Sight and Smell. The peryton has advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

Multiattack. The peryton makes two attacks: one to Gore and one with its Talons.

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Talons. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (4d4 + 5) piercing damage.

Pixies

Court Trickster

The court trickster is a bard in the pixie nobility. It recites poems, sings songs, and indulges in witty banter with like-minded individuals. As with all pixies, it is opposed to violence, but will defend itself and its kin with spells and its befuddling bolts.

Pixie Queen

The pixie queen is the benevolent ruler of all pixies in her territory and is responsible for ensuring their protection. She can unleash a great number of eldritch spells to confuse and thwart her foes and buy enough time for her and her allies to escape to safety.

Pixie Court Trickster

Tiny Fey, Typically Neutral Good

Armor Class 15
Hit Points 17 (7d4)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	10 (+0)	10 (+0)	14 (+2)	19 (+4)

Skills Perception +4, Performance +8, Stealth +9
Senses passive Perception 14
Languages Sylvan
Challenge 1 (200 XP) **Proficiency Bonus** +2

Magic Resistance. The pixie has advantage on saving throws against spells and other magical effects.

Actions

Befuddling Bolt. *Ranged Spell Attack:* +6 to hit, range 60 ft., one creature. *Hit:* The target has disadvantage to Intelligence, Wisdom, and Charisma saving throws and can't use reactions until the end of the pixie's next turn.

Superior Invisibility. The pixie magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the pixie wears or carries is invisible with it.

Spellcasting. The pixie casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *dancing lights, druidcraft, minor illusion*
3/day each: *charm person, enemies abound, suggestion*
1/day each: *confusion, detect evil and good, detect thoughts, dispel magic, entangle, fly, phantasmal force, polymorph, sleep*

Reactions

Distracting Taunt (3/Day). The pixie magically imposes disadvantage to a creature's attack roll, ability check, or saving throw. To do so, the creature must be within 30 feet of the pixie and must be visible and be able to hear to the pixie.

Pixie Queen

Tiny Fey, Typically Neutral Good

Armor Class 16
Hit Points 52 (15d4 + 15)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	22 (+6)	12 (+1)	10 (+0)	14 (+2)	21 (+5)

Saving Throws Dex +8, Wis +4, Cha +7
Skills Perception +4, Performance +7, Stealth +10
Senses passive Perception 14
Languages Sylvan
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Legendary Resistance (1/Day). If the pixie fails a saving throw, she can choose to succeed instead.

Magic Resistance. The pixie has advantage on saving throws against spells and other magical effects.

Actions

Superior Invisibility. The pixie magically turns invisible until her concentration ends (as if concentrating on a spell). Any equipment the pixie wears or carries is invisible with her.

Spellcasting. The pixie casts one of the following spells using Charisma as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *druidcraft, mage hand, minor illusion, prestidigitation*
1/day each: *confusion, conjure fey, dancing lights, detect evil and good, detect thoughts, dimension door, dispel magic, dominate monster, dominate person, entangle, fly, phantasmal force, plane shift, polymorph, seeming, sleep*

Reactions

Misty Escape (Recharges after a Short or Long Rest). In response to taking damage, the pixie turns invisible and teleports up to 60 feet to an unoccupied space she can see. She remains invisible until the start of her next turn or until she attacks, makes a damage roll, or casts a spell.

Legendary Actions

The pixie can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The pixie regains spent legendary actions at the start of her turn.

Move. The pixie moves up to her speed.
Evanesce. The pixie uses Superior Invisibility.
Cast a Spell (Costs 2 Actions). The pixie uses Spellcasting.

Purple Worms

Purple Worm Hatchling

The purple worm larva is more commonly encountered than its bigger relatives, as it tends to wander near rural settlements, preying on the lone farmer or livestock. They have lighter skin and softer hides and measure about 15 feet long. Due to its size, it is only able to swallow small creatures.

Young Purple Worm

Despite being just a young purple worm, this specimen can reach lengths of 30 to 40 feet and is dangerous enough to cause irreparable damage to small, rural communities. If left unchecked, a young purple worm can grow to adult size in a matter of a few years.

Young Purple Worm

Huge Monstrosity, Unaligned

Armor Class 16 (natural armor)
Hit Points 115 (11d12 + 44)
Speed 40 ft., burrow 25 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	18 (+4)	1 (-5)	8 (-1)	4 (-3)

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 9
Languages —
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Tunneler. The worm can burrow through solid rock at half its burrow speed and leaves a 5-foot-diameter tunnel in its wake.

Actions

Multiattack. The worm makes two attacks: one with its Bite and one with its Tail Stinger.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 14 (4d6) acid damage at the start of each of the worm's turns.

If the worm takes 20 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 5 feet of movement, exiting prone.

Tail Stinger. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

Purple Worm Hatchling

Large Monstrosity, Unaligned

Armor Class 14 (natural armor)
Hit Points 52 (7d10 + 14)
Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	14 (+2)	1 (-5)	8 (-1)	4 (-3)

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 9
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Multiattack. The worm makes two attacks: one with its Bite and one with its Tail Stinger.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 9 (1d8 + 5) piercing damage. If the target is a Small or smaller creature, it must succeed on a DC 12 Dexterity saving throw or be swallowed by the worm. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the worm, and it takes 7 (2d6) acid damage at the start of each of the worm's turns.

If the worm takes 10 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 12 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the worm. If the worm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 5 feet of movement, exiting prone.

Tail Stinger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Quaggoths

Alpha

The quaggoth alpha is the leader of its pack. It is usually the strongest and largest male in its group and displays psionic talents. In combat, it uses weapons and fights with reckless abandon. In difficult situations, it can unleash a battle cry that temporarily enhances its allies' attacks with psychic energy.

Thonot

A few quaggoths are born with or have absorbed psychic energy that they gain the ability to wield psionic magic. Those that excel in it become thonots, shamans who provide guidance and support for a quaggoth tribe.

Quaggoth Alpha

Medium Humanoid (Quaggoth), Typically Chaotic Neutral

Armor Class 13 (natural armor)
Hit Points 102 (12d8 + 48)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	8 (-1)	14 (+2)	9 (-1)

Skills Athletics +7
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Undercommon
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Reckless. At the start of its turn, the quaggoth can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Wounded Fury. While it has 10 hit points or fewer, the quaggoth has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

Actions

Multiattack. The quaggoth makes two Maul attacks or two Javelin attacks.

Maul. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) psychic damage.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Bonus Actions

Battle Roar (Recharges after a Short or Long Rest). The quaggoth unleashes a battle cry infused with psychic energy. Up to ten other creatures of its choice within 60 feet of it that can hear it deals an extra 7 (2d6) psychic damage with its next a melee attack until the start of the quaggoth's next turn.

Quaggoth Thonot

Medium Humanoid (Quaggoth), Typically Chaotic Neutral

Armor Class 13 (natural armor)
Hit Points 52 (7d8 + 21)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	6 (-2)	14 (+2)	7 (-2)

Skills Athletics +4
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 12
Languages Undercommon
Challenge 3 (700 XP) **Proficiency Bonus** +2

Wounded Fury. While it has 10 hit points or fewer, the quaggoth has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

Actions

Maul. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 7 (2d6) psychic damage.

Telekinetic Strike. *Melee or Ranged Spell Attack:* +4 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 15 (3d8 + 2) force damage, and if the target is Large or smaller, it is pulled up to 10 feet toward the quaggoth or pushed 10 feet away from it, as the quaggoth chooses.

Spellcasting (Psionics). The quaggoth casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 13):

At will: *cure wounds, mage hand* (the hand is invisible)
1/day each: *enlarge/reduce, heat metal, levitate, mirror image*

Rakshasas

Ak'chazar

Ak'chazar rakshasas have pale white or grayish tiger fur and appear gaunt compared to the regular rakshasa. Instead of enchantments and illusions, the ak'chazar specializes in necromancy. They create undead which they use as soldiers to dominate those within their territories. In combat, they rely on their necromantic spells to defeat their foes. However, when faced with tough opponents, they can flood the area around them with negative energy that can inflict severe damage and even incapacitate those caught within it.

Rakshasa Ak'chazar

Medium Fiend, Typically Lawful Evil

Armor Class 16 (natural armor)
Hit Points 136 (16d8 + 64)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	18 (+4)	14 (+2)	16 (+3)	20 (+5)

Skills Arcana +7, Deception +10, Insight +8
Damage Vulnerabilities piercing from magic weapons wielded by good creatures
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 13
Languages Common, Infernal
Challenge 16 (15,000 XP) **Proficiency Bonus** +5

Limited Magic Immunity. The rakshasa can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Actions

Multiattack. The rakshasa uses Command Undead. It then makes two Claw attacks or uses Necrotic Bolt twice.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage plus 10 (3d6) necrotic damage, and the target is cursed if it is a creature. The cursed target is unable to regain hit points. The curse lasts until it is lifted by a *remove curse* spell or similar magic.

Necrotic Bolt. *Ranged Spell Attack:* +10 to hit, range 60 ft., one target. *Hit:* 18 (3d8 + 5) necrotic damage, and the target can't regain hit points until the start of the rakshasa's next turn.

Command Undead. The rakshasa targets one Undead ally it can see within 30 feet of it and gives it a telepathic command. If the target is not incapacitated, the target can use its reaction to move up to half its speed and make one weapon attack.

Spellcasting. The rakshasa casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18, +10 to hit with spell attacks):

At will: *detect thoughts, disguise self, mage hand*
3/day each: *animate dead* (as an action), *blindness/deafness, contagion, create undead* (as an action), *detect magic, enervation, ray of enfeeblement*
1/day each: *Abi-Dalzim's horrid wilting, finger of death, harm, magic jar* (as an action)

Pain Wave (Recharge 5–6). The rakshasa magically emits nerve-wracking negative energy. Each creature within 20 feet of the rakshasa must succeed on a DC 18 Constitution saving throw. On a failed save, a creature takes 27 (6d8) necrotic damage and 27 (6d8) psychic damage and is stunned until the end of the rakshasa's next turn. On a successful save, a creature takes half as much damage and isn't stunned.

Maharajah

The rakshasa maharajah is an ancient and powerful fiend that sees itself as the ultimate overlord and brilliant mastermind of any organization, the grand manipulator and genius schemer that nobody is aware of. Even those that work directly with the rakshasa maharajah may not know of its true nature.

Agent of Asmodeus. For important campaigns into the material plane where a more subtle and indirect approach is required, the archdevil Asmodeus sends a rakshasa maharajah to organize and lead it. In such missions, the rakshasa maharajah will usually be accompanied by dozens of minor devils and a handful of powerful ones such as bone devils, erinyes, and horned devils, as well as other rakshasas.

Master of Misdirection. In combat, the rakshasa maharajah can be a difficult creature to face, with its array of abilities and spells that can confuse, mislead, and bend a foe's will to do its bidding. Its mere touch can drive a creature senseless.

Rakshasa Maharajah

Medium Fiend, Typically Lawful Evil

Armor Class 16 (natural armor)
Hit Points 153 (18d8 + 72)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	18 (+4)	14 (+2)	16 (+3)	20 (+5)

Skills Deception +11, Insight +9, Religion +8
Damage Vulnerabilities piercing from magic weapons wielded by good creatures
Damage Immunities bludgeoning, piercing, and slashing from non magical weapons
Senses darkvision 60 ft., passive Perception 13
Languages Common, Infernal
Challenge 19 (22,000 XP) **Proficiency Bonus** +6

Aura of Misdirection. Whenever a creature that is within 30 feet of the rakshasa targets the rakshasa with an attack or harmful spell, it must succeed on a DC 19 Intelligence saving throw, unless the rakshasa is incapacitated. On a failed save, the affected creature regards every creature it can see, other than the rakshasa, as enemies until the start of its next turn. It then chooses another target at random from among the enemies it can see within range of the attack, spell, or other ability it's using. If a creature's saving throw is successful, the creature is immune to the rakshasa's Aura of Misdirection for the next 24 hours.

Legendary Resistance (3/Day). If the rakshasa fails a saving throw, it can choose to succeed instead.

Limited Magic Immunity. The rakshasa can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Actions

Multiattack. The rakshasa makes two Claw attacks.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage plus 14 (4d6) psychic damage, and the target's Intelligence score is reduced by 1d6. The target is stunned if this reduces its Intelligence to 0. Otherwise, the reduction lasts until the target finishes a short or long rest or if a *Greater Restoration* or similar spell is cast on it.

Spellcasting. The rakshasa casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 19, +11 to hit with spell attacks):

At will: *detect thoughts, disguise self, mage hand, minor illusion, mind sliver* (4d6)
3/day each: *blur, charm person, detect magic, dissonant whispers, fly, invisibility, major image, mirror image, suggestion*
1/day each: *dominate person, mislead, plane shift, psychic scream, synaptic static, true seeing, weird*

Word of Discord (Recharge 5–6). Each creature within 60 feet of the rakshasa and can hear the rakshasa must succeed on a DC 19 Charisma saving throw, or take 41 (8d8 + 5) psychic damage and must use its reaction to make a melee weapon attack against one creature of the rakshasa's choice that the rakshasa can see. Constructs and Undead are immune to this effect.

Legendary Actions

The rakshasa can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The rakshasa regains spent legendary actions at the start of its turn.

Claw. The rakshasa makes a Claw attack.
Move. The rakshasa moves up to half its speed without provoking opportunity attacks.
Cast a Spell (Costs 2 Actions). The rakshasa uses Spellcasting.

Naztharune

Appearing as an ebony-furred tiger, the naztharune are agile and stealthy warriors that specialize in the art of killing. Unlike the typical rakshasa that prefers to work behind the scenes, the naztharune gets its hands, or paws, dirty.

Arcane Assassins. They may not have the same level of arcane ability as their brethren, but they hardly need it as they are almost invisible when they operate. Masters of stealth that can wink in and out of the darkness, the naztharune is a perfect assassin. Its mark almost always never sees it coming until it is too late.

Rakshasa Naztharune

Medium Fiend, Typically Lawful Evil

Armor Class 17 (natural armor)
Hit Points 110 (13d8 + 52)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	18 (+4)	14 (+2)	16 (+3)	20 (+5)

Skills Deception +10, Insight +8, Stealth +14
Damage Vulnerabilities piercing from magic weapons wielded by good creatures
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 13
Languages Common, Infernal
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Assassinate. During its first turn, the rakshasa has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the rakshasa scores against a surprised creature is a critical hit.

Evasion. If the rakshasa is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the rakshasa instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Limited Magic Immunity. The rakshasa can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Sneak Attack (1/Turn). The rakshasa deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the rakshasa that isn't incapacitated and the rakshasa doesn't have disadvantage on the attack roll.

Actions

Multiattack. The rakshasa makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a *remove curse* spell or similar magic.

Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Spellcasting. The rakshasa casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18, +10 to hit with spell attacks):

At will: *detect thoughts, disguise self, mage hand*
3/day each: *darkness, detect magic, invisibility*

Bonus Actions

Shadow Stealth. While in dim light or darkness, the rakshasa takes the Hide action.

Shadow Step. While in dim light or darkness, the rakshasa teleports up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

Zakya

Zakya rakshasas, unlike their counterparts, favor melee combat over the use of magic. They are not subtle in their methods like their brethren and often rely on their elite martial skills to reach their goals. While they prefer to defeat their foes with just the use of their weapons, they will not hesitate to use magic when facing more formidable opponents.

Zakya rakshasas see themselves as warlords, conquering and acquiring territories. A few serve rakshasa maharajahs as personal bodyguards.

Rakshasa Zakya

Medium Fiend, Typically Lawful Evil

Armor Class 18 (scale mail, shield)
Hit Points 123 (13d8 + 65)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	20 (+5)	11 (+0)	14 (+2)	18 (+4)

Skills Athletics +9, Deception +9, Insight +7
Damage Vulnerabilities piercing from magic weapons wielded by good creatures
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 12
Languages Common, Infernal
Challenge 14 (11,500 XP) **Proficiency Bonus** +5

Limited Magic Immunity. The rakshasa can't be affected or detected by spells of 6th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Actions

Multiattack. The rakshasa makes three melee attacks or three ranged attacks. Alternatively, it can make one melee attack and use Spellcasting.

Longsword. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 9 (2d8) necrotic damage.

Shield Bash. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) bludgeoning damage plus 9 (2d8) necrotic damage. If the target is Large or smaller, it must succeed on a DC 18 Strength saving throw or be knocked prone.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a *remove curse* spell or similar magic.

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage.

Spellcasting. The rakshasa casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17, +9 to hit with spell attacks):

At will: *chill touch* (3d8), *true strike*
3/day: *vampiric touch* (6d6)

Reactions

Parry. The rakshasa adds 4 to its AC against one melee attack that would hit it. To do so, the rakshasa must see the attacker and be wielding a melee weapon.

Remorhazes

Ancient Remorhaz

The rare ancient remorhaz is a monstrous creature that spends most of its time hibernating, active only for a few weeks to hunt for prey before returning to sleep. However, those few weeks can spell disaster to any established community and natural ecosystem within its territory, as the ancient remorhaz is as voracious as its younger cousins. Younger remorhazes stay clear of ancient ones, as they can be considered as food to their larger relatives.

Remorhaz, Young

Large Monstrosity, Unaligned

Armor Class 16 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	3 (-4)	9 (-1)	4 (-3)

Damage Immunities cold, fire
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 9
Languages —
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage plus 7 (2d6) fire damage. If the target is a creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the remorhaz can't use Bite on another target.

Remorhaz, Ancient

Gargantuan Monstrosity, Unaligned

Armor Class 18 (natural armor)
Hit Points 330 (20d20 + 120)
Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	23 (+6)	5 (-3)	12 (+1)	6 (-2)

Damage Immunities cold, fire
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11
Languages —
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Actions

Multiattack. The remorhaz makes two attacks: one with its Bite and one with its Tail.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 53 (8d10 + 9) piercing damage plus 10 (3d6) fire damage. If the target is a creature, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, and the remorhaz can't use its Bite attack on another target.

Swallow. The remorhaz makes one Bite attack against a Large or smaller creature it is grappling. If the attack hits, that creature takes the Bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the remorhaz, and it takes 21 (6d6) acid damage at the start of each of the remorhaz's turns.

If the remorhaz takes 40 damage or more on a single turn from a creature inside it, the remorhaz must succeed on a DC 17 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the remorhaz. If the remorhaz dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 20 feet of movement, exiting prone.

Tail. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage plus 10 (3d6) fire damage.

Bonus Actions

Burst Forth (Recharges after a Short or Long Rest). While underground, the remorhaz burrows at least 10 feet straight and breaks through a ground or wall's surface. During this move, it can enter Huge or smaller creatures' spaces. A creature whose space the remorhaz enters must succeed on a DC 23 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the remorhaz's path. On a failed save, the creature falls prone and takes 33 (7d6 + 9) bludgeoning damage. If the remorhaz remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the remorhaz. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 19 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the remorhaz and is no longer restrained.

Revenant

Avenger

When a paladin dies after being betrayed and its quest left unfulfilled, it can sometimes rise as a revenant avenger. Unlike the normal revenant, the avenger retains its skills as a paladin.

Revenant Avenger

Medium Undead, Typically Neutral

Armor Class 14 (leather armor)
Hit Points 153 (18d8+72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	13 (+1)	16 (+3)	18 (+4)

Saving Throws Str +8, Con +8, Wis +7, Cha +8
Damage Resistances necrotic, psychic
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, stunned
Senses darkvision 60 ft., passive Perception 13
Languages any languages it knew in life
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Regeneration. The revenant regains 10 hit points at the start of its turn. If the revenant takes fire or radiant damage, this trait doesn't function at the start of the revenant's next turn. The revenant dies only if it starts its turn with 0 hit points and doesn't regenerate.

Rejuvenation. When the revenant's body is destroyed, its soul lingers. After 24 hours, the soul inhabits and animates another humanoid corpse on the same plane of existence and regains all its hit points. While the soul is bodiless, a *wish* spell can be used to force the soul to go to the afterlife and not return.

Turn Immunity. The revenant is immune to effects that turn Undead.

Vengeful Tracker. The revenant knows the distance to and direction of any creature against which it seeks revenge, even if the creature and the revenant are on different planes of existence. If the creature being tracked by the revenant dies, the revenant knows.

Actions

Multiattack. The revenant makes two melee attacks.

Greataxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 17 (2d12 + 4) slashing damage. If the target is a creature against which the revenant has sworn vengeance, the target takes an extra 14 (4d6) slashing damage.

Fist. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature against which the revenant has sworn vengeance, the target takes an extra 14 (4d6) bludgeoning damage. Instead of dealing damage, the revenant can grapple the target (escape DC 14) provided the target is Large or smaller.

Vengeful Glare. The revenant targets one creature it can see within 30 feet of it and against which it has sworn vengeance. The target must make a DC 16 Wisdom saving throw. On a failure, the target is paralyzed until the revenant deals damage to it, or until the end of the revenant's next turn. When the paralysis ends, the target is frightened of the revenant for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see the revenant, ending the frightened condition on itself on a success.

Spellcasting. The revenant casts one of the following spells using Charisma as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

1/day each: *hold person, haste*

Bonus Actions

Hunter's Mark (2/Day). The revenant casts *hunter's mark* using Charisma as the spellcasting ability

Smite (1/Turn). When the revenant hits a creature with a melee attack, it deals 9 (2d8) radiant or necrotic damage to the target.

Reactions

Parry. The revenant adds 4 to its AC against one melee attack that would hit it. To do so, the revenant must see the attacker and be wielding a melee weapon.

Roc

Young Roc

Adventurers are probably going to encounter young rocs more often than an adult roc as the younger ones are more likely to attack smaller prey, targeting steeds, beasts of burden, and livestock.

Young Roc

Huge Monstrosity, Unaligned

Armor Class 14 (natural armor)
Hit Points 114 (12d12 + 36)
Speed 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	16 (+3)	3 (-4)	10 (+0)	8 (-2)

Saving Throws Dex +3, Con +6, Wis +3
Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Keen Sight. The roc has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The roc makes two attacks: one with its Beak and one with its Talons.

Beak. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage.

Talons. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the roc can't use its Talons on another target.

Ropers

Greater Roper

Rarely do ropers live more than a few decades, as they tend to have a lot of competition in the Underdark where sources of food can be scarce. But those that can sustain themselves long enough can eventually become greater ropers. These terrifying specimens can reach 15 feet in diameter and 30 feet in height. Living longer than normal has made greater ropers more cunning and resistant to magic. They also learned the ability to speak Undercommon after decades of listening to and conversing with captured humanoid prey, which they kept alive for days promising to let it go if it answered their questions. In combat, they can attack with more tendrils.

While ropers tend to be solitary hunters, A greater roper has evolved to see the value of having minions that can bring it food. A greater roper would kill and devour the chieftain of a grimlock or troglodyte tribe and then establish itself as the tribe's protector. The dominated tribe will then treat it as its god and provide it regularly with sacrifices.

Roper, Greater

Huge Monstrosity, Typically Neutral Evil

Armor Class 21 (natural armor)
Hit Points 161 (14d12 + 70)
Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	21 (+5)	8 (-1)	18 (+4)	6 (-2)

Saving Throws Str +10, Con +9, Wis +8
Skills Perception +8, Stealth +7
Senses darkvision 60 ft., passive Perception 18
Languages Undercommon
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

False Appearance. If the roper is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the roper move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the roper is animate.

Grasping Tendrils. The roper can have up to six tendrils at a time. Each tendril can be attacked (AC 21; 20 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 17 Strength check against it.

Magic Resistance. The roper has advantage on saving throws against spells and other magical effects.

Spider Climb. The roper can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The roper makes six Tendril attacks, uses Reel, and makes one attack with its Bite.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 33 (6d8 + 6) piercing damage.

Tendril. *Melee Weapon Attack:* +10 to hit, reach 60 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage and the target is grappled (escape DC 16). Until the grapple ends, the target is restrained, has disadvantage on Strength checks and Strength saving throws, and takes 5 (1d4 + 3) bludgeoning damage at the start of each of the roper's turns, and the roper can't use the same Tendril on another target.

Reel. The roper pulls each creature grappled by it up to 30 feet straight toward it.

Urophion

When a roper is infected with an illithid tadpole, it undergoes ceremorphosis and transforms the roper into a urophion. Mind flayers usually create urophions to serve as guards.

Urophion sees themselves as intellectual equals to mind flayers. However, mind flayers treat urophions as social outcasts and are either shunned or ignored. Years of this kind of treatment may drive a urophion insane, causing it to attack its kin. Others escape their servitude and wander off into the Underdark. If they encounter an intelligent creature, they may not automatically be hostile, as it longs to have a decent conversation. That is until it realizes it is hungry and starts to crave the creature's brain.

Urophion

Large Aberration, Typically Lawful Evil

Armor Class 20 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	16 (+3)	16 (+3)	14 (+2)

Saving Throws Con +7, Int +7, Wis +7, Cha +6
Skills Perception +7, Stealth +7
Senses darkvision 60 ft., passive Perception 14
Languages Deep Speech, Telepathy 120 ft., Undercommon
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

False Appearance. If the urophion is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the urophion move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the urophion is animate.

Grasping Tendrils. The urophion can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

Magic Resistance. The urophion has advantage on saving throws against spells and other magical effects.

Spider Climb. The urophion can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The urophion makes four Tendril attacks and uses Reel.

Tendril. *Melee Weapon Attack:* +8 to hit, reach 50 ft., one target. *Hit:* 5 (1d4 + 3) psychic damage and the target is grappled (escape DC 14) and must succeed on a DC 15 Intelligence saving throw or be stunned until the end of the urophion's next turn. Until this grapple ends, the urophion can automatically hit the target with its tendril, and the roper can't make the same tendril attack other targets.

Extract Brain. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one incapacitated humanoid grappled by the urophion. *Hit:* 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the urophion kills the target by extracting and devouring its brain.

Reel. The urophion pulls each creature grappled by it up to 25 feet straight toward it.

Spellcasting (Psionics). The urophion casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 15):

At will: *detect thoughts, suggestion*
1/day: *dominate monster*

Mind Blast (Recharge 5–6). The urophion magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 21 (4d8 + 3) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Rust Monster

Dire Rust Monster

Of the most feared creatures a group of adventurers will ever face, the dire rust monster is probably one of the few they will dread the most.

Unlike the more common rust monster, the dire rust monster can corrode magical metal, such as weapons and armor. It prefers and relishes such items as it finds them more delicious and rich in taste than the common, nonmagical metal.

Dire Rust Monster

Large Monstrosity, Unaligned

Armor Class 16 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	17 (+3)	3 (-4)	14 (+2)	7 (-2)

Senses darkvision 60 ft., passive Perception 12
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Iron Scent. The rust monster can pinpoint, by scent, the location of ferrous metal within 30 feet of it.

Rust Metal. Any nonmagical weapon made of metal that hits the rust monster corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

When a creature hits the rust monster with a magical weapon made of metal and deals damage, it must succeed on a DC 13 Wisdom saving throw with advantage on the saving throw roll. On a failed save, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

Ammunition made of metal that hits the rust monster is destroyed after dealing damage.

Actions

Multiattack. The rust monster attacks twice, one with its Bite and one with its Antennae.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Antennae. The rust monster corrodes a ferrous metal object it can see within 5 feet of it. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 13 Dexterity saving throw to avoid the rust monster's touch. If the object is magical, the creature has advantage on the saving throw.

If the object touched is either metal armor or a metal shield being worn or carried, its takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held metal weapon, it rusts as described in the Rust Metal trait.

Sahuagins

Champion of Sekolah

When the Shark God notices a sahuagin baron that demonstrates an extraordinary level of savagery and dominance, it bestows upon it a tiny essence of its power to see how the sahuagin will use it. Such a sahuagin becomes a Champion of Sekolah, a legendary warrior of unparalleled strength and ferocity.

Harpooner

Sahuagin harpooners use barbed spears that are attached to their arms with cords. They hurl these harpoons at their prey to secure them from escaping and pull them back in for their allies to finish off.

High Priestess

Sahuagin priestesses who become favored by Sekolah eventually rise from their ranks and become high priestesses. They become influential leaders of large sahuagin communities and chief advisors (or manipulators) of sahuagin barons.

Sahuagin Champion of Sekolah

Large Humanoid (Sahuagin), Typically Lawful Evil

Armor Class 16 (breastplate)
Hit Points 102 (12d10 + 36)
Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	12 (+1)	13 (+1)	15 (+2)

Saving Throws Str +8, Con +7
Skills Athletics +8, Perception +7, Religion +4
Senses darkvision 120 ft., passive Perception 17
Languages Sahuagin
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all his hit points.

Legendary Resistance (1/Day). If the sahuagin fails a saving throw, he can choose to succeed instead.

Limited Amphibiousness. The sahuagin can breathe air and water, but he needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of him, using a limited telepathy.

Actions

Multiattack. The sahuagin makes three attacks: one with his Bite and two with his Claw or Trident.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage, or 14 (2d8 +5) piercing damage if used with two hands to make a melee attack.

Legendary Actions

The sahuagin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The sahuagin regains spent legendary actions at the start of his turn.

Claw. The sahuagin makes a Claw attack.
Wave of Fear (Costs 2 Actions). Each enemy creature within 20 feet of the sahuagin must succeed on a DC 13 Wisdom saving throw or be frightened until the end of the sahuagin's next turn.
Frenzied Assault (Costs 3 Actions). The sahuagin moves up to his speed without provoking opportunity attacks, and he can make one Claw attack against each creature he moves past.

Sahuagin Harpooner

Medium Humanoid (Sahuagin), Typically Lawful Evil

Armor Class 12 (natural armor)
Hit Points 27 (5d8 + 5)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+ 2)	12 (+1)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

Skills Perception +5
Senses darkvision 120 ft., passive Perception 15
Languages Sahuagin
Challenge 1 (200 XP) **Proficiency Bonus** +2

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

Actions

Multiattack. The sahuagin makes two attacks: one with its Bite and one with its Claws or Harpoon.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Harpoon. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a Medium or smaller creature, it must succeed on a Strength contest against the sahuagin or be pulled up to 15 feet toward the sahuagin.

Sahuagin High Priestess

Medium Humanoid (Sahuagin), Typically Lawful Evil

Armor Class 13 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	13 (+1)	16 (+3)	14 (+2)

Skills Perception +9, Religion +7
Senses darkvision 120 ft., passive Perception 19
Languages Sahuagin
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Aura of Exsanguination. At the start of each of the sahuagin's turns, each creature of her choice that doesn't have all its hit points within 10 feet of the sahuagin must succeed on a DC 13 Constitution saving throw or take 10 (3d6) damage, provided that the sahuagin isn't incapacitated. Constructs, Elementals, and Undead are immune to this effect.

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but she needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of her, using a limited telepathy.

Actions

Multiattack. The sahuagin makes two attacks: one with her Bite and one with her Claws or Trident.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Trident. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 +1) piercing damage if used with two hands to make a melee attack.

Necrotic Bolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 16 (3d8 + 3) necrotic damage, and the target can't regain hit points until the start of the sahuagin's next turn.

Spellcasting. The sahuagin casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *guidance, mending, thaumaturgy*
2/day each: *blindness/deafness, guiding bolt, tidal wave*
1/day each: *banishment, control water, freedom of movement, harm, hold monster, mass cure wounds*

Hunter

Hunters serve as scouts and trackers for sahuagin tribes. They specialize in bringing down wounded prey.

Reaver

Reavers are the assassins and spies of the sahuagin. They silently board passing ships at night and murder the unsuspecting crew members in their sleep. By the time the alarm signal goes off, it is too late for the ship's crew to mount a counterattack.

Sahuagin Hunter

Medium Humanoid (Sahuagin), Typically Lawful Evil

Armor Class 12 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

Skills Perception +5, Survival +3
Senses darkvision 120 ft., passive Perception 15
Languages Sahuagin
Challenge 2 (450 XP) **Proficiency Bonus** +2

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

Slay Foe (1/Turn). The sahuagin deals an extra 9 (2d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

Actions

Multiattack. The sahuagin makes two attacks: one with its Bite and one with its Claws or spear.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 +2) piercing damage if used with two hands to make a melee attack.

Bonus Actions

Stealthy. The sahuagin takes the Hide action.

Sahuagin Reaver

Medium Humanoid (Sahuagin), Typically Lawful Evil

Armor Class 13 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+ 1)	15 (+2)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

Skills Perception +5, Stealth +4
Senses darkvision 120 ft., passive Perception 15
Languages Sahuagin
Challenge 2 (450 XP) **Proficiency Bonus** +2

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

Sneak Attack (1/Turn). The sahuagin deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the sahuagin that isn't incapacitated and the sahuagin doesn't have disadvantage on the attack roll.

Actions

Multiattack. The sahuagin makes two attacks: one with its Bite and one with its Claws or Javelin.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Bonus Actions

Cunning Action. The sahuagin takes the Dash, Disengage, or Hide action.

Sea Witch

A sea witch is a female sahuagin who failed to become a priestess or was a former priestess that was stripped of her divine magic by Sekolah, who might seek redemption by making a pact with an evil power. Primeval beings from the deep, dark depths might answer and bestow upon her powerful pact magic. Often treated as an outcast, a sea witch would live alone, accompanied only by sharks and other tentacled beasts, in dark undersea caves located on the fringes of a sahuagin territory. But if called upon by a sahuagin baron or duke, a sea witch will heed it and offer her services.

Storm Sorcerer

A very rare few of the sahuagin are born with the gift to harness the elemental power of the mighty storm and raging seas. Known as storm sorcerers, these sahuagin mages can unleash powerful bolts of lightning and devastating tidal waves at their enemies. They are often utilized by sahuagin barons as artilleries against ships and coastal settlements.

Sahuagin Sea Witch

Medium Humanoid (Sahuagin), Typically Lawful Evil

Armor Class 12 (natural armor)
Hit Points 49 (9d8 + 9)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	13 (+1)	13 (+1)	16 (+3)

Skills Arcana +3, Perception +3
Senses darkvision 120 ft., passive Perception 13
Languages Sahuagin
Challenge 3 (700 XP) **Proficiency Bonus** +2

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all her hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but she needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of her, using a limited telepathy.

Whispering Aura. At the start of each of the sahuagin's turns, each creature of her choice within 5 feet of her must succeed on a DC 13 Wisdom saving throw or take 10 (3d6) psychic damage, provided that the sahuagin isn't incapacitated.

Actions

Multiattack. The sahuagin makes two attacks: one with her Bite and one with her Claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Howling Void. The sahuagin opens a momentary extraplanar rift within 60 feet of her. The rift is a scream-filled, 20-foot cube. Each creature in that area must make a DC 13 Wisdom saving throw. On a failed save, a creature takes 13 (3d8) psychic damage and is frightened of the sahuagin until the end of the sahuagin's next turn. On a successful save, a creature takes half as much damage and isn't frightened.

Spellcasting. The sahuagin casts one of the following spells using Charisma as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *eldritch blast* (2 beams), *mage hand, minor illusion*
2/day (as 4th-level spells): *charm monster, detect thoughts, dissonant whispers, Evard's black tentacles, phantasmal force*

Sahuagin Storm Sorcerer

Medium Humanoid (Sahuagin), Typically Lawful Evil

Armor Class 12 (natural armor)
Hit Points 55 (10d8 + 10)
Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	13 (+1)	13 (+1)	18 (+4)

Skills Arcana +3, Perception +3
Senses darkvision 120 ft., passive Perception 13
Languages Sahuagin
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Blood Frenzy. The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Limited Amphibiousness. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Shark Telepathy. The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

Heart of the Storm. Whenever the sahuagin casts a spell other than a cantrip that deals lightning or thunder damage, a stormy aura surrounds it. In addition to the spell's effects, creatures of its choice within 10 feet of it take 5 lightning or thunder damage (sahuagin' choice).

Sorcery Points. The sahuagin has 9 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Heightened Spell: When the sahuagin casts a spell that forces a creature to make a saving throw to resist the spell's effects, it can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell: When the sahuagin casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Actions

Multiattack. The sahuagin makes two attacks: one with its Bite and one with its Claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Shock Bolt. *Ranged Spell Attack:* +6 to hit, range 60 ft., one target. *Hit:* 17 (3d8 + 4) lightning damage, and the target can't use reactions until the start of the sahuagin's next turn.

Spellcasting. The sahuagin casts one of the following spells using Charisma as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks). It has the following sorcerer spells prepared:

At will: *blade ward, mage hand, ray of frost* (2d8), *shape water*
2/day each: *lightning bolt, shatter, thunderwave*
1/day each: *control winds, tidal wave*

Salamanders

Captain

A salamander captain trains flamebrothers to become warriors. It is usually encountered as part of a guard patrol.

Flamebrother

When a fire snake first matures into a salamander form, it becomes a flamebrother. It resembles a salamander adult, but half its normal size. It is at this age that they begin their training as warriors and they often serve as guards.

Noble

The salamander nobles are the elite of the salamander society. They are the natural leaders of the salamanders and rule like cruel tyrants. They are more cunning and intelligent and even have arcane abilities, setting them far apart from the common salamander.

Salamander Captain

Large Elemental, Typically Neutral Evil

Armor Class 15 (natural armor)
Hit Points 97 (13d10 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	12 (+1)	14 (+2)

Damage Vulnerabilities cold
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 11
Languages Ignan
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

Distracting Strike (1/Turn). When the salamander hits a creature with a weapon attack, the next attack roll against the target by an attacker other than the salamander has advantage if the attack is made before the start of the salamander's next turn.

Actions

Multiattack. The salamander makes two attacks: one with its Spear and one with its Tail. If available, it can use Maneuver Allies in place of one attack.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 +4) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 7 (2d6) fire damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its Tail, and the salamander can't make Tail attacks against other targets.

Maneuver Allies (Recharge 5–6). Up to four allies within 60 feet of the salamander that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Reactions

Command Retaliation. In response to a creature missing the salamander with a melee attack and the attacker is visible to the salamander, it can target an ally within 5 feet of the creature. If the ally can see and hear the salamander, it uses its reaction to make one melee weapon attack against the creature with advantage on the attack roll.

Salamander Flamebrother

Medium Elemental, Typically Neutral Evil

Armor Class 15 (natural armor)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	9 (-1)	10 (+0)	10 (+0)

Damage Vulnerabilities cold
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 10
Languages Ignan
Challenge 3 (700 XP) **Proficiency Bonus** +2

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

Actions

Multiattack. The salamander makes two attacks: one with its Spear and one with its Tail.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage plus 3 (1d6) fire damage, and the target is grappled (escape DC 12) if it is Large or smaller. Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its Tail, and the salamander can't make Tail attacks against other targets.

Salamander Noble

Large Elemental, Typically Neutral Evil

Armor Class 16 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	12 (+1)	12 (+1)	18 (+4)

Damage Vulnerabilities cold
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities fire
Senses darkvision 60 ft., passive Perception 11
Languages Ignan
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 7 (2d6) fire damage on a hit (included in the attack).

Actions

Multiattack. The salamander makes three attacks: two with its Spear and one with its Tail. Alternatively, it can use Fire Ray twice.

Spear. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 14 (2d8 + 5) piercing damage if used with two hands to make a melee attack, plus 7 (2d6) fire damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 10 (3d6) fire damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, the salamander can automatically hit the target with its Tail, and the salamander can't make Tail attacks against other targets.

Fire Ray. *Ranged Spell Attack:* +8 to hit, range 120 ft., one creature. *Hit:* 14 (4d6) fire damage.

Spellcasting. The salamander casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *control flames, mage hand*
3/day each: *burning hands, fireball, flaming sphere*
1/day each: *conjure elemental (fire), dispel magic, wall of fire*

Satyrs

Beguiler

The satyr beguiler is a warlock of the fey. They often operate as mercenaries, and though not evil, are unscrupulous enough to work with hags and oni as long as they are paid.

Trickster

The mischievous satyr trickster is a bard. It enjoys playing pranks on unsuspecting victims, such as adventurers. It is susceptible to flattery, however, and will indulge in conversations about the arts, especially if it can find an opportunity to recite poetry or sing songs.

Satyr Beguiler

Medium Fey, Typically Chaotic Neutral

Armor Class 15 (studded leather)
Hit Points 60 (11d8 + 11)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	12 (+1)	10 (+0)	16 (+3)

Skills Perception +2, Performance +7, Stealth +5
Senses passive Perception 12
Languages Common, Elvish, Sylvan
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Magic Resistance. The satyr has advantage on saving throws against spells and other magical effects.

Actions

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage.

Psychic Knife. *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 30 ft., one creature. *Hit:* 20 (5d6 + 3) psychic damage.

Beguile. The satyr targets one creature it can see within 30 feet of it. If the target can see and hear the satyr, it must make a DC 13 Wisdom saving throw. On a failed save, the target takes 10 (3d6) psychic damage and must use its reaction to make a weapon attack against a target that the satyr designates. Constructs, Undead, and creatures with immunity to charm are immune to this effect.

Spellcasting. The satyr casts one of the following spells using Charisma as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *dancing lights, friends, mage hand, minor illusion, prestidigitation, vicious mockery* (3d4)
3/day (as 5th-level spells): *charm person, dimension door, dispel magic, fear, phantasmal force, seeming, synaptic static*

Reactions

Misty Escape (Recharges after a Short or Long Rest). In response to taking damage, the satyr turns invisible and teleports up to 60 feet to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks, makes a damage roll, or casts a spell.

Satyr Trickster

Medium Fey, Typically Chaotic Neutral

Armor Class 15 (studded leather)
Hit Points 40 (9d8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	11 (+0)	12 (+1)	10 (+0)	16 (+3)

Skills Perception +2, Performance +7, Stealth +5
Senses passive Perception 12
Languages Common, Elvish, Sylvan
Challenge 3 (700 XP) **Proficiency Bonus** +2

Magic Resistance. The satyr has advantage on saving throws against spells and other magical effects.

Actions

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Befuddling Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one creature. *Hit:* 13 (3d6 + 3) psychic damage and the target has disadvantage to Intelligence, Wisdom, and Charisma saving throws and can't use reactions until the end of the trickster's next turn.

Spellcasting. The satyr casts one of the following spells using Charisma as the spellcasting ability (spell save DC 13):

At will: *disguise self, friends, minor illusion, vicious mockery* (3d4)
1/day each: *charm monster, dissonant whispers, enthrall, greater invisibility, hallucinatory terrain* (as an action), *major image, mislead*

Reactions

Distracting Taunt (3/Day). The satyr magically imposes disadvantage to a creature's attack roll, ability check, or saving throw. To do so, the creature must be within 30 feet of the satyr and must be visible and be able to hear to the satyr.

Scarecrow

Eldritch Scarecrow

The scarecrow is usually created by its animator after it has summoned and bound an evil spirit to it. In very rare instances, however, the evil spirit summoned is that of a restless and vengeful warlock or hag. As soon as it is bound to the scarecrow, it becomes an eldritch scarecrow, and it is free to do its will. The first thing it normally does is destroy its creator. If the animator is stronger, it will bide its time, acting like a normal scarecrow, until it can find an upper hand. As soon as the eldritch scarecrow is free, it sets out and plans its revenge on those that have slain it.

Eldritch Scarecrow

Medium Construct, Typically Chaotic Evil

Armor Class 11
Hit Points 66 (12d8 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	12 (+1)	12 (+1)	16 (+3)

Skills Arcana +3, Deception +5, Perception +3
Damage Vulnerabilities fire
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, unconscious
Senses passive Perception 13
Languages any languages it knew in life
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

False Appearance. If the scarecrow is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the scarecrow move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the scarecrow is animate.

Whispering Aura. At the start of each of the scarecrow's turns, each creature of its choice within 5 feet of it must succeed on a DC 13 Wisdom saving throw or take 10 (3d6) psychic damage, provided that the scarecrow isn't incapacitated.

Actions

Multiattack. The scarecrow makes two Pitchfork attacks and uses Horrifying Glare.

Pitchfork. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage plus 10 (3d6) psychic damage. If the target is a creature, it must succeed on a DC 13 Wisdom saving throw or be frightened until the end of the scarecrow's next turn.

Horrifying Glare. The scarecrow targets one creature it can see within 30 feet of it. If the target can see the scarecrow, the target must succeed on a DC 13 Wisdom saving throw or be magically frightened until the end of the scarecrow's next turn. The frightened target is paralyzed. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points.

Howling Void. The scarecrow opens a momentary extraplanar rift within 60 feet of it. The rift is a scream-filled, 20-foot cube. Each creature in that area must make a DC 13 Wisdom saving throw. On a failed save, a creature takes 13 (3d8) psychic damage and is frightened of the scarecrow until the end of the scarecrow's next turn. On a successful save, a creature takes half as much damage and isn't frightened.

Spellcasting. The scarecrow casts one of the following spells using Charisma as the spellcasting ability (spell save DC 13):

At will: *dancing lights, mage hand, minor illusion*
2/day (as 4th-level spells): *detect thoughts, dissonant whispers, Evard's black tentacles, greater invisibility, phantasmal force*

Shadow

Greater Shadow

A greater shadow is a malevolent and advanced version of the standard shadow, having slain hundreds of victims over the centuries of its existence. It is often encountered leading a pack of shadows.

Shadow, Greater

Large Undead, Typically Chaotic Evil

Armor Class 13
Hit Points 51 (6d10 + 18)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	17 (+3)	8 (-1)	12 (+1)	10 (+0)

Skills Stealth +5 (+7 in dim light or darkness)
Damage Vulnerabilities radiant
Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from non magical weapons
Damage Immunities necrotic, poison
Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Amorphous. The shadow can move through a space as narrow as 1 inch wide without squeezing.

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Strength Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage, and the target's Strength score is reduced by 1d6. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

If a non-evil humanoid dies from this attack, a new shadow rises from the corpse 1d4 hours later.

Bonus Actions

Shadow Stealth. While in dim light or darkness, the shadow takes the Hide action.

Shadow Step. While in dim light or darkness, the shadow teleports up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

A greater shambling mound has captured two satyrs.

Shambling Mound

Greater Shambling Mound

A shambling mound left unchecked will consume everything around it and eventually grow into a greater shambler, a huge, monstrous version of the shambling mound.

Zuggtmoy-Touched

Zuggtmoy will sometimes instill her essence into a shambling mound, thus infecting it with her spores. This monster turns evil, and its natural impulse is to find creatures to infect it with its spores and poison.

Shambling Mound, Greater

Huge Plant, Unaligned

Armor Class 16 (natural armor)
Hit Points 220 (21d12 + 84)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	19 (+4)	5 (-3)	12 (+1)	5 (-3)

Skills Stealth +3
Damage Resistances cold, fire
Damage Immunities lightning
Condition Immunities blinded, deafened, exhaustion
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11
Languages —
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Lightning Absorption. Whenever the shambling mound is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

Actions

Multiattack. The shambling mound makes two Slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. If the target is Medium or smaller, the target is grappled (escape DC 16), and the shambling mound uses its Engulf on it.

Engulf. The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 16 Constitution saving throw at the start of each of the mound's turns or take 19 (3d8 + 6) bludgeoning damage. If the mound moves, the engulfed target moves with it. The mound can have up to four creatures engulfed at a time.

Zuggtmoy-Touched Shambling Mound

Large Plant, Typically Neutral Evil

Armor Class 16 (natural armor)
Hit Points 144 (17d10 + 51)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	17 (+3)	5 (-3)	12 (+1)	5 (-3)

Skills Stealth +2
Damage Resistances cold, fire
Damage Immunities lightning
Condition Immunities blinded, deafened, exhaustion
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11
Languages —
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Death Burst. The shambling mound explodes when it drops to 0 hit points. Each creature within 20 feet of it must succeed on a DC 14 Constitution saving throw or take 21 (6d6) poison damage and become infected with a disease on a failed save. Creatures immune to the poisoned condition are immune to this disease.

Spores invade an infected creature's system, killing the creature in a number of hours equal to 1d12 + the creature's Constitution score, unless the disease is removed. In half that time, the creature becomes poisoned for the rest of the duration. After the creature dies, it sprouts 2d4 Tiny gas spores that grow to full size in 7 days.

Lightning Absorption. Whenever the shambling mound is subjected to lightning damage, it takes no damage and regains a number of hit points equal to the lightning damage dealt.

Actions

Multiattack. The shambling mound makes two Slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 15), and the shambling mound uses its Engulf on it.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 4 (1d8) poison damage.

Engulf. The shambling mound engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and unable to breathe, and it must succeed on a DC 14 Constitution saving throw at the start of each of the mound's turns or take 14 (2d8 + 5) bludgeoning damage plus 4 (1d8) poison damage. If the mound moves, the engulfed target moves with it. The mound can have only one creature engulfed at a time.

Shield Guardian

Runic Shield Guardian

The extremely rare runic shield guardian can only be created by the most powerful and gifted artificers and archmages. It is an advanced version of the shield guardian that has additional offensive abilities to deal with groups of enemies. It also has the ability to create a magical force field to protect its ward from harm.

Runic Shield Guardian

Large Construct, Unaligned

Armor Class 19 (natural armor)
Hit Points 210 (20d10 + 100)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	9 (-1)	12 (+1)	5 (-3)

Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 11
Languages understands commands given in any language but can't speak
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Bound. The shield guardian is magically bound to an amulet. As long as the guardian and its amulet are on the same plane of existence, the amulet's wearer can telepathically call the guardian to travel to it, and the guardian knows the distance and direction to the amulet. If the guardian is within 60 feet of the amulet's wearer, half of any damage the wearer takes (rounded up) is transferred to the guardian.

Regeneration. The shield guardian regains 15 hit points at the start of its turn if it has at least 1 hit point.

Spell Storing. A spellcaster who wears the shield guardian's amulet can cause the guardian to store one spell of 5th level or lower. To do so, the wearer must cast the spell on the guardian. The spell has no effect but is stored within the guardian. When commanded to do so by the wearer or when a situation arises that was predefined by the spellcaster, the guardian casts a stored spell with any parameters set by the original caster, requiring no components. When the spell is cast or a new spell is stored, any previously stored spell is lost.

Actions

Multiattack. The shield guardian makes two Fist attacks.

Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 3 (1d6) lightning damage.

Shock Burst (Recharge 5–6). Lightning erupts from the shield guardian, striking creatures close to it. Each creature within 5 feet of the shield guardian must succeed on a DC 17 Dexterity saving throw. On a failed save, a creature takes 21 (6d6) lightning damage and can't take reactions until the end of the shield guardian's next turn. On a successful save, a creature takes half as much damage with no additional effects.

Concussion Projectile (Recharges after a Long Rest). The shield guardian discharges a magically-charged projectile that explodes at a point it can see within 60 feet of it. Each creature in a 10-foot-radius sphere centered on that point must succeed on a DC 17 Constitution saving throw. On a failed save, a creature takes 18 (4d8) thunder damage and is stunned until the end of the shield guardian's next turn. On a successful save, a creature takes half as much damage and isn't stunned.

Force Field (1/Day). The shield guardian emits a 20-foot-diameter sphere of shimmering force centered on the shield guardian. Nothing--not physical objects, energy, or other spell effects--can pass through the force field, in or out, though a creature in the force field can breathe there. The force field is immune to all damage, and a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a creature inside the force field damage anything outside it. A *disintegrate* spell targeting the force field destroys it without harming anything inside it. The force field remains for 1 minute, until the shield guardian dies, or until the shield guardian dismisses it as a bonus action.

Reactions

Shield. When a creature makes an attack against the wearer of the guardian's amulet, the guardian grants a +3 bonus to the wearer's AC if the shield guardian is within 5 feet of the wearer.

Skeletons

Unusual Nature. A skeleton doesn't require air, food, drink, or sleep.

Baneguard

Baneguards are skeletons animated by clerics of Bane to serve as guards for Bane's temples and churches. Some continue to haunt the ruins of such places. They are able to cast magic missiles and blink effortlessly.

Burning

Burning skeletons are animated skeletons that radiate supernatural fire. When destroyed, burning skeletons explode in a fiery burst that can take their slayers with them.

Decrepit

Decrepit skeletons are the animated remains of skeletons in very poor condition or animated skeletons that have slowly rotted and fallen into disrepair.

Direguard

Direguards are an advanced and more powerful version of the baneguard. They are animated by high-level clerics of Bane.

Baneguard Skeleton

Medium Undead, Typically Lawful Evil

Armor Class 15 (armor scraps, shield)
Hit Points 19 (3d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	6 (-2)	12 (+1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages understands all languages it knew in life but can't speak
Challenge 1 (200 XP) **Proficiency Bonus** +2

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Spellcasting. The skeleton casts one of the following spells, requiring no material components:

At will: *magic missile* (2 missiles)
3/day: *blink*

Burning Skeleton

Medium Undead, Typically Lawful Evil

Armor Class 12
Hit Points 13 (2d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities fire, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life but can't speak
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Death Burst. The skeleton explodes when it drops to 0 hit points. Each creature within 5 feet of it must succeed on a DC 12 Dexterity saving throw or take 7 (2d6) fire damage.

Heated Body. A creature that touches the skeleton or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Heated Weapons. Any metal melee weapon the skeleton wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 3 (1d6) fire damage.

Hurl Flame. *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 4 (1d8) fire damage.

Decrepit Skeleton

Medium Undead, Typically Lawful Evil

Armor Class 12 (armor scraps)
Hit Points 5 (1d8 + 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	13 (+1)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life but can't speak
Challenge 1/8 (25 XP) **Proficiency Bonus** +2

Actions

Shortsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Direguard Skeleton

Medium Undead, Typically Lawful Evil

Armor Class 15 (armor scraps, shield)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	6 (-2)	13 (+1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses blindsight 60 ft., passive Perception 11
Languages understands all languages it knew in life but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

Actions

Multiattack. The skeleton makes one Longsword attack and uses Spellcasting.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Spellcasting. The skeleton casts one of the following spells, requiring no material components:

At will: *magic missile* (3 missiles)
3/day: *blink*

Archetype Skeletons

Skeleton Captain

Medium Undead, Typically Lawful Evil

Armor Class 17 (chain shirt, shield)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	8 (-1)	10 (+0)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands all languages it knew in life but can't speak
Challenge 1 (200 XP) **Proficiency Bonus** +2

Phalanx Formation. The skeleton has advantage on attack rolls and Dexterity saving throws while standing within 5 feet of a skeleton ally wielding a shield.

Actions

Multiattack. The skeleton makes two melee attacks or two ranged attacks.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Call to Attack. Up to three allies within 30 feet of this skeleton that can see it can each use their reaction to make one weapon attack.

Skeleton Knight

Medium Undead, Typically Lawful Evil

Armor Class 18 (plate)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	8 (-1)	11 (+0)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands all languages it knew in life but can't speak
Challenge 3 (700 XP) **Proficiency Bonus** +2

Turn Resistance. The skeleton has advantage on saving throws against any effect that turns Undead.

Actions

Multiattack. The skeleton makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Bonus Actions

Lunge (Recharge 5–6). The skeleton moves up to 10 feet.

Reactions

Parry. The skeleton adds 2 to its AC against one melee attack that would hit it. To do so, the skeleton must see the attacker and be wielding a melee weapon.

Skeleton Champion

Medium Undead, Typically Lawful Evil

Armor Class 18 (plate)
Hit Points 102 (12d8 + 48)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	8 (-1)	12 (+1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages understands all languages it knew in life but can't speak
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Indomitable (2/Day). The skeleton rerolls a failed saving throw. It must use the new roll.

Turn Resistance. The skeleton has advantage on saving throws against any effect that turns Undead.

Actions

Multiattack. The skeleton makes three melee attacks.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Bonus Actions

Necrotic Smite (3/Day). When the skeleton hits a creature with a weapon attack, it deals 13 (3d8) necrotic damage to the target, and the target can't regain hit points until the start of the skeleton's next turn.

Lunge (Recharge 5–6). The skeleton moves up to 10 feet.

Reactions

Parry. The skeleton adds 3 to its AC against one melee attack that would hit it. To do so, the skeleton must see the attacker and be wielding a melee weapon.

Skeleton Warrior

Medium Undead, Typically Lawful Evil

Armor Class 15 (armor scraps, shield)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands all languages it knew in life but can't speak
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Phalanx Formation. The skeleton has advantage on attack rolls and Dexterity saving throws while standing within 5 feet of a skeleton ally wielding a shield.

Actions

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Dragon Skeletons

Dragon Skeleton, Adult

Huge Undead, Typically Lawful Evil

Armor Class 20 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	8 (-1)	15 (+2)	7 (-2)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 12
Languages understands Common, Draconic but can't speak
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Actions

Multiattack. The skeleton can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack*: +10 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the skeleton's choice that is within 120 feet of the skeleton and aware of it must succeed on a DC 10 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the skeleton's Frightful Presence for the next 24 hours.

Dragon Skeleton, Ancient

Gargantuan Undead, Typically Lawful Evil

Armor Class 22 (natural armor)
Hit Points 385 (22d20 + 154)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	8 (-1)	17 (+3)	7 (-2)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 13
Languages understands Common, Draconic but can't speak
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Actions

Multiattack. The skeleton can use its Frightful Presence. It then makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +13 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack*: +13 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack*: +13 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the skeleton's choice that is within 120 feet of the skeleton and aware of it must succeed on a DC 11 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the skeleton's Frightful Presence for the next 24 hours.

Dragon Skeleton, Young

Large Undead, Typically Lawful Evil

Armor Class 19 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	6 (-2)	13 (+1)	7 (-2)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 11
Languages understands Common, Draconic but can't speak
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Actions

Multiattack. The skeleton makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack*: +7 to hit, reach 15 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Monstrous Skeletons

Bugbear Skeleton

Medium Undead, Typically Lawful Evil

Armor Class 17 (hide armor, shield)
Hit Points 27 (5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	13 (+1)	6 (-2)	11 (+0)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities cold, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands Common, Goblin but can't speak
Challenge 1 (200 XP) **Proficiency Bonus** +2

Brute. A melee weapon deals one extra die of its damage when the skeleton hits with it (included in the attack).

Actions

Morningstar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

Ettin Skeleton

Large Undead, Typically Lawful Evil

Armor Class 13 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	17 (+3)	6 (-2)	10 (+0)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands Common, Giant but can't speak
Challenge 3 (700 XP) **Proficiency Bonus** +2

Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Actions

Multiattack. The ettin makes two attacks: one with its Battleaxe and one with its Morningstar.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Morningstar. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage.

Fire Giant Skeleton

Huge Undead, Typically Lawful Evil

Armor Class 18 (plate)
Hit Points 162 (13d12 + 78)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	23 (+6)	6 (-2)	14 (+2)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities fire, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages understands Giant but can't speak
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Actions

Multiattack. The giant makes two Greatsword attacks.

Greatsword. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 28 (6d6 + 7) slashing damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Goblin Skeleton

Small Undead, Typically Chaotic Evil

Armor Class 16 (leather armor, shield)
Hit Points 7 (2d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities cold, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands Common, Goblin but can't speak
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Actions

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

Nimble Escape. The skeleton takes the Disengage or Hide action.

Hill Giant Skeleton

Huge Undead, Typically Lawful Evil

Armor Class 14 (natural armor)
Hit Points 105 (10d12 + 40)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	6 (-2)	9 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands Giant but can't speak
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Actions

Multiattack. The giant makes two Greatclub attacks.

Greatclub. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) slashing damage.

Rock. *Ranged Weapon Attack:* +7 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Gnoll Skeleton

Medium Undead, Typically Lawful Evil

Armor Class 16 (hide armor, shield)
Hit Points 22 (5d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	11 (+0)	6 (-2)	10 (+0)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands Gnoll but can't speak
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Rampage. When the skeleton reduces a creature to 0 hit points with a melee attack on its turn, the skeleton can take a bonus action to move up to half its speed and make a Bite attack.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage.

Hobgoblin Skeleton

Medium Undead, Typically Lawful Evil

Armor Class 18 (chain mail, shield)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	6 (-2)	10 (+0)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities cold, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands Common, Goblin but can't speak
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Martial Advantage (1/Turn). The skeleton can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the skeleton and that ally isn't incapacitated.

Actions

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Lizardfolk Skeleton

Large Undead, Typically Lawful Evil

Armor Class 14 (natural armor, shield)
Hit Points 22 (4d8 + 4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 9
Languages understands Draconic but can't speak
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Actions

Multiattack. The lizardfolk makes two melee attacks, each one with a different weapon.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Greatclub. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Spiked Shield. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Ogre Skeleton

Large Undead, Typically Lawful Evil

Armor Class 12 (hide armor)
Hit Points 59 (7d10 + 21)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	6 (-2)	7 (-2)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 8
Languages understands Common, Giant but can't speak
Challenge 2 (450 XP) **Proficiency Bonus** +2

Actions

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Orc Skeleton

Medium Undead, Typically Lawful Evil

Armor Class 14 (hide armor)
Hit Points 15 (2d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	6 (-2)	11 (+0)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 10
Languages understands Common, Orc but can't speak
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Actions

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Bonus Actions

Aggressive. The skeleton moves up to its speed toward a hostile creature it can see.

Beast Skeletons

Megaraptor Skeleton

Large Undead, Typically Lawful Evil

Armor Class 14 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	17 (+3)	1 (-5)	12 (+1)	2 (-4)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Pounce. If the skeleton moves at least 20 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the skeleton can make one Bite attack against it as a bonus action.

Actions

Multiattack. The skeleton makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) slashing damage.

Tyrannosaurus Skeleton

Huge Undead, Typically Lawful Evil

Armor Class 13 (natural armor)
Hit Points 136 (13d12 + 52)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	19 (+4)	1 (-5)	12 (+1)	5 (-3)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Actions

Multiattack. The skeleton makes two attacks: one with its Bite and one with its Tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the tyrannosaurus can't use its Bite attack on another target

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Wolf Skeleton

Medium Undead, Typically Lawful Evil

Armor Class 14 (natural armor)
Hit Points 11 (2d8 + 2)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	12 (+1)	1 (-5)	12 (+1)	2 (-4)

Damage Vulnerabilities bludgeoning
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Pack Tactics. The skeleton has advantage on attack rolls against a creature if at least one of the skeleton's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Slaadi

Black Slaad

The final state of the slaadi is the dreaded black slaad, which is what a white slaad evolves into if it was swallowed by the entropic energies of the Abyss or transformed by Ygorl the Lord of Entropy itself. The slaad becomes a powerful being of chaos that has several deadly abilities.

A Black Slaad's Lair

A black slaad's lair is usually a maze-like multilevel set of caverns or ruins, often defying laws of gravity. The black slaad normally places its lair in Limbo, but some have built lairs in the Abyss and in the Elemental Chaos. A black slaad encountered in its lair has a challenge rating of 21 (33,000 XP).

Lair Actions

On initiative count 20 (losing initiative ties), the black slaad takes a lair action to cause one of the following effects; the black slaad can't use the same effect two rounds in a row:

- Each creature that is not a Construct or Undead within 30 feet of the black slaad must make a DC 18 Constitution saving throw, taking 10 (3d6) necrotic damage on a failed save, or half as much damage on a successful one. The black slaad then regains a number of hit points equal to half the total damage taken by all affected creatures.
- The black slaad targets one creature it can see within 60 feet of it. The target must succeed on a DC 18 Wisdom saving throw or become frightened until the end of the black slaad's next turn.
- The black slaad summons a red slaad. The red slaad appears in an unoccupied space within 30 feet of the slaad and acts as its ally. The red slaad acts right after the black slaad on the same initiative count and fight until it is destroyed. It remains for 1 hour, until it or the black slaad dies, or until the black slaad dismisses it as an action.

Regional Effects

The region containing a black slaad's lair is warped by the black slaad's magic, which creates one or more of the following effects:

- Random areas of up to 50 feet in diameter within 1 mile of the lair operate as if under a permanent *reverse gravity* spell.
- Random bursts of elemental energy scour the land within 6 miles of the black slaad's lair. At the end of each hour spent in the area, creatures must make a DC 18 Dexterity saving throw or take 10 (3d6) acid, cold, fire, lightning, or thunder damage (determined randomly).
- Rocky fissures within 1 mile of the black slaad's lair form portals to Limbo, allowing red and blue slaads into the world to dwell nearby.

If the black slaad dies, the slaads disappear immediately, and the other effects fade over the course of 1d10 days.

White Slaad

When a death slaad matures to a certain age, it retreats and hibernates. During this period, it slowly metamorphosizes into a fearsome white slaad. This creature is a deadlier version of the death slaad, physically stronger and able to cast more potent spells.

Black Slaad

Large Aberration, Typically Chaotic Evil

Armor Class 20 (natural armor)
Hit Points 276 (24d10 + 144)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	22 (+6)	16 (+3)	12 (+1)	19 (+4)

Skills Arcana +9, Perception +7
Damage Resistances acid, cold, fire, lightning, thunder
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 17
Languages Slaad, telepathy 60 ft.
Challenge 20 (25,000 XP) **Proficiency Bonus** +6

Magic Resistance. The slaad has advantage on saving throws against spells and other magical effects.

Magic Weapons. The slaad's weapon attacks are magical.

Regeneration. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

Actions

Multiattack. The slaad makes one Bite attack and two Claw attacks. If both Claw attacks hit the same target, the target takes an extra 9 (2d8) slashing damage and must succeed on a DC 21 Constitution saving throw or be stunned until the end of the slaad's next turn.

Bite (Slaad Form Only). *Melee Weapon Attack*: +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage plus 7 (2d6) necrotic damage and the target can't regain hit points until the start of the slaad's next turn.

Claw (Slaad Form Only). *Melee Weapon Attack*: +13 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage plus 7 (2d6) necrotic damage.

Chaos Spittle. *Ranged Weapon Attack:* +12 to hit, range 60 ft., one target. *Hit:* Roll 1d8 to determine what effect happens:

1. The target takes 35 (10d6) fire damage.
2. The target takes 35 (10d6) acid damage.
3. The target takes 35 (10d6) lightning damage.
4. The target takes 35 (10d6) poison damage.
5. The target takes 35 (10d6) cold damage.
6. The target is restrained. lt must then make a DC 20 Constitution saving throw at the end of each of its turns. If it successfully saves three times, the effect ends. If it fails its save three times, it permanently turns to stone and is subjected to the petrified condition. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.
7. The target is blinded. lt must then make a DC 20 Wisdom saving throw at the start of the slaad's next turn. A successful save ends the blindness. lf it fails that save, the creature is transported to another plane of existence of the DM's choosing and is no longer blinded. (Typically, a creature that is on a plane that isn't its home plane is banished home, while other creatures are usually cast into the Astral or Ethereal planes.)
8. Two effects. Roll twice more, rerolling any 8s.

Spellcasting. The slaad casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *detect magic, detect thoughts, invisibility* (self only), *mage hand, major image*
2/day each: *dispel magic, fear, fly, tongues*
1/day each: *circle of death, finger of death, plane shift, maddening darkness, power word kill*

Change Shape. The slaad transforms into a Small or Medium humanoid, or back into its true form, while retaining its game statistics. This transformation ends if the slaad is reduced to 0 hit points or uses a bonus action to end it.

Legendary Actions

The slaad can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The slaad regains spent legendary actions at the start of its turn.

Claw. The slaad makes a Claw attack.
Chaos Spittle (Costs 2 Actions). The slaad makes a Chaos Spittle attack.
Cast a Spell (Costs 3 Actions). The slaad uses Spellcasting.

White Slaad

Large Aberration, Typically Chaotic Evil

Armor Class 19 (natural armor)
Hit Points 209 (22d10 + 88)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	19 (+4)	16 (+3)	12 (+1)	18 (+4)

Skills Arcana +8, Perception +6
Damage Resistances acid, cold, fire, lightning, thunder
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 16
Languages Slaad, telepathy 60 ft.
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Magic Resistance. The slaad has advantage on saving throws against spells and other magical effects.

Magic Weapons. The slaad's weapon attacks are magical.

Regeneration. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

Actions

Multiattack. The slaad makes one Bite attack and two Claw attacks. If both Claw attacks hit the same creature, the target takes an extra 7 (2d6) slashing damage and must succeed on a DC 19 Constitution saving throw or be stunned until the end of the slaad's next turn.

Bite (Slaad Form Only). *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) piercing damage plus 7 (2d6) acid damage.

Claw (Slaad Form Only). *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 7 (2d6) acid damage.

Acid Spittle. *Ranged Weapon Attack:* +9 to hit, range 60 ft., one target. *Hit:* 21 (6d6) acid damage plus 10 (3d6) acid damage at the end of the target's next turn. *Miss:* 10 (3d6) acid damage.

Spellcasting. The slaad casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

At will: *detect magic, detect thoughts, invisibility* (self only), *mage hand, major image*
2/day each: *dispel magic, fear, fireball, fly, tongues*
1/day each: *cloudkill, finger of death, plane shift, power word stun*

Change Shape. The slaad transforms into a Small or Medium humanoid, or back into its true form, while retaining its game statistics. This transformation ends if the slaad is reduced to 0 hit points or uses a bonus action to end it.

Specter

Dread Specter

The dread specter is a larger and more terrifying version of the specter. It is very rare, and typically born from a very hateful mortal that was betrayed and murdered. It perpetually radiates an aura of dread that only a few can resist.

Dread Specter

Large Undead, Typically Chaotic Evil

Armor Class 13
Hit Points 75 (10d10 + 20)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	15 (+2)	12 (+1)	12 (+1)	16 (+3)

Damage Resistances acid, cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 60 ft., passive Perception 11
Languages any languages it knew in life
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Aura of Dread. A creature hostile to the specter that starts its turn within 20 feet of the specter must succeed on a DC 14 Wisdom saving throw, unless the specter is incapacitated. On a failed save, the target is frightened until the start of its next turn. While frightened in this way, the target can't perform any actions except move up to half its speed. If a creature's saving throw is successful, the creature is immune to the specter's Aura of Dread for the next 24 hours.

Incorporeal Movement. The specter can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if she ends her turn inside an object.

Sunlight Sensitivity. While in sunlight, the specter has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* Hit: 24 (6d6 + 3) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Sphinxes

Criosphinx

The criosphinx is an ill-tempered and ill-mannered ram-headed sphinx whose only objective is to become the alpha of its territory. It spends most of its time driving off other male sphinxes and searching for a gynosphinx to mate with.

Criosphinx

Large Monstrosity, Typically Chaotic Neutral

Armor Class 14 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	6 (-2)	10 (+0)	8 (-1)

Skills Athletics +7, Perception +3
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities psychic
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 13
Languages Common, Sphinx
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Charge. If the sphinx moves at least 20 feet straight toward a creature and then hits it with a Ram attack on the same turn, the target takes an extra 5 (1d10) bludgeoning damage and must succeed on a DC 15 Constitution saving throw or become stunned until the end of the sphinx's next turn.

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Magic Weapons. The sphinx's weapon attacks are magical.

Actions

Multiattack. The sphinx makes three attacks: one Ram attack and two Claw attacks. If both Claw attacks hit the same target, the target takes an extra 4 (1d8) slashing damage.

Ram. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Legendary Actions

The sphinx can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The sphinx regains spent legendary actions at the start of its turn.

Claw Attack. The sphinx makes one Claw attack.
Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.
Raking Pounce (Costs 3 Actions). The sphinx moves up to its speed without provoking opportunity attacks and makes two Claw attacks. If both Claw attacks hit the same target, the target takes an extra 4 (1d8) slashing damage.

Hieracosphinx

The hieracosphinx is a falcon or hawk-headed sphinx. It is the least intelligent of the sphinxes and also among the most evil and self-serving. If not hunting for prey, it will be looking for a gynosphinx to mate with. It hates criosphinxes, which it sees as its main mating competition.

Hieracosphinx

Large Monstrosity, Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	8 (-1)	15 (+2)	12 (+1)

Skills Perception +5, Survival +5, Stealth +5
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities psychic
Condition Immunities charmed, frightened
Senses truesight 120 ft., passive Perception 15
Languages Common, Sphinx
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Dive Attack. If the sphinx is flying and dives at least 30 feet straight toward a target standing on the ground and then hits it with a melee weapon attack, the target must succeed on a DC 14 Strength saving throw or be knocked prone.

Inscrutable. The sphinx is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the sphinx's intentions or sincerity have disadvantage.

Keen Sight. The sphinx has advantage on Wisdom (Perception) checks that rely on sight.

Magic Weapons. The sphinx's weapon attacks are magical.

Actions

Multiattack. The sphinx makes three attacks: one Beak attack and two Claw attacks. If both Claw attacks hit the same target, the target takes an extra 4 (1d8) slashing damage.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Bonus Actions

Stunning Screech (Recharge 5–6). The sphinx emits a shrill, earsplitting screech. Each creature within 60 feet of the sphinx and able to hear the screech succeed on a DC 13 Constitution saving throw or be stunned until the end of the sphinx's next turn.

Legendary Actions

The sphinx can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The sphinx regains spent legendary actions at the start of its turn.

Claw Attack. The sphinx makes one Claw attack.
Teleport (Costs 2 Actions). The sphinx magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.
Raking Pounce (Costs 3 Actions). The sphinx moves up to its speed without provoking opportunity attacks and makes two Claw attacks. If both Claw attacks hit the same target, the target takes an extra 4 (1d8) slashing damage.

Sprites

Keeper of the Grove

The keeper of the grove is a sprite with druidic abilities. It is normally the overall leader of its community.

Warden of the Grove

The warden of the grove is the primary defender of its community, and leads other sprites to fight if needed.

Sprite Keeper of the Grove

Tiny Fey, Typically Neutral Good

Armor Class 15 (leather armor)
Hit Points 45 (10d4 + 20)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	14 (+2)	14 (+2)	17 (+3)	11 (+0)

Skills Perception +5, Stealth +8, Survival +5
Senses passive Perception 15
Languages Common, Elvish, Sylvan
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Briar Strike. *Melee or Ranged Spell Attack:* +5 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* Hit: 8 (1d10 + 3) piercing damage plus 9 (2d8) poison damage. If the target is a Large or smaller creature, the creature must make a DC 13 Strength saving throw or be restrained until the end of the sprite's next turn.

Heart Sight. The sprite touches a creature and magically knows the creature's current emotional state. If the target fails a DC l0 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and Undead automatically fail the saving throw.

Invisibility. The sprite magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the sprite wears or carries is invisible with it.

Spellcasting. The sprite casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *dancing lights, druidcraft, guidance*
2/day each: *conjure animals, cure wounds, moonbeam*
1/day each: *confusion, hallucinatory terrain* (as an action)

Entangling Plants (Recharge 5–6). The sprite targets one or more creatures it can see within 30 feet of it. Grasping roots, vines, and vegetation sprout underneath each target. Each target must make a DC 13 Strength saving throw or be restrained by the entangling plants for 1 minute. As an action, the restrained creature can make a DC 13 Strength check, escaping from the plants on a success. The plants can also be destroyed to end the effect. The entangling plants has AC 10, 10 hit points, vulnerability to fire damage and immunity to bludgeoning, piercing, poison, and psychic damage.

Sprite Warden of the Grove

Tiny Fey, Typically Neutral Good

Armor Class 16 (leather armor)
Hit Points 31 (9d4 + 9)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	20 (+5)	12 (+1)	14 (+2)	14 (+2)	11 (+0)

Skills Perception +4, Stealth +9, Survival +4
Senses passive Perception 14
Languages Common, Elvish, Sylvan
Challenge 2 (450 XP) **Proficiency Bonus** +2

Slay Foe (1/Turn). The sprite deals an extra 9 (2d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

Actions

Multiattack. The sprite makes two melee attacks or two ranged attacks.

Longsword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 40/160 ft., one target. *Hit:* 1 piercing damage, and the target must succeed on a DC 10 Constitution saving throw or become poisoned for l minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Heart Sight. The sprite touches a creature and magically knows the creature's current emotional state. If the target fails a DC l0 Charisma saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and Undead automatically fail the saving throw.

Invisibility. The sprite magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the sprite wears or carries is invisible with it.

Spellcasting. The sprite casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 12):

1/day each: *animal messenger, spike growth, conjure barrage*

Stirges

Shadow Stirge

A stirge that has been corrupted by an essence of the Shadowfell becomes a shadow stirge. It takes advantage of its shadow stealth feature and anesthetic proboscis to drain blood from its victims without getting noticed.

Swarm of Stirges

A swarm of stirges act like a school of deadly piranha. Once they detect the scent of blood, they are drawn to it and swarm the victim, sucking its blood until none is left.

Shadow Stirge

Tiny Beast, Unaligned

Armor Class 15 (natural armor)
Hit Points 3 (1d4 + 1)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	18 (+4)	12 (+1)	2 (-4)	8 (-1)	6 (-2)

Skills Stealth +8
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Anesthetic Proboscis. If the stirge hits a creature with its blood drain attack without being detected, the target will not notice the damage and the stirge can remain attached. This requires a successful Dexterity (Stealth) check against the target's Wisdom (Perception), rolled secretly by the DM.

Actions

Blood Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, and the stirge attaches to the target. While attached, the stirge doesn't attack. Instead, at the start of each of the stirge's turns, the target loses 6 (1d4 + 4) hit points due to blood loss.

The stirge can detach itself by spending 5 feet of its movement. It does so after it drains 10 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the stirge.

Bonus Actions

Shadow Stealth. While in dim light or darkness, the stirge takes the Hide action.

Swarm of Stirges

Medium Swarm of Tiny Beasts, Unaligned

Armor Class 14 (natural armor)
Hit Points 36 (8d8)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	11 (+0)	3 (-4)	8 (-1)	6 (-2)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny stirge. The swarm can't regain hit points or gain temporary hit points.

Actions

Blood Drain. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 23 (8d4 + 3) piercing damage or 13 (4d4 +3) if the swarm has half of its hit points or fewer, and the swarm attaches to the target. While attached, the swarm doesn't attack. Instead, at the start of each of the swarm's turns, the target loses a number of hit points equal to the swarm's Blood Drain attack damage due to blood loss.

The swarm can detach itself by spending 5 feet of its movement. It does so after it drains 80 hit points of blood from the target or the target dies. A creature, including the target, can use its action to try to detach the swarm by succeeding in a DC 13 Strength check.

Succubus

Dark Whisperer

This succubus joined the College of Whispers to learn their arcane secrets in order to enhance their powers of deception, manipulation, and mind control.

Succubus Dark Whisperer

Medium Fiend (Shapechanger), Typically Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 82 (15d8 + 15)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	13 (+1)	15 (+2)	12 (+1)	20 (+5)

Saving Throws Dex +7, Wis +4, Cha +8
Skills Deception +8, Insight +4, Perception +4, Persuasion +8, Stealth +7
Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 14
Languages Abyssal, Common, Infernal, telepathy 60 ft.
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Telepathic Bond. The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Actions

Claw (Fiend Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Maddening Bolt. *Ranged Spell Attack:* +8 to hit, range 60 ft., one creature. *Hit:* 15 (3d6 + 5) psychic damage and the target must succeed on a DC 16 Wisdom saving throw or it must use its reaction to make a melee weapon attack against one creature of the fiend's choice that the fiend can see. Constructs and Undead are immune to this effect.

Charm. One humanoid the fiend can see within 30 feet of it must succeed on a DC 16 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours. The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss. The fiend kisses a creature charmed by it or a willing creature. The target must make a DC 16 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness. The fiend magically enters the Ethereal Plane from the Material Plane, or vice versa.

Spellcasting. The fiend casts one of the following spells using Charisma as the spellcasting ability (spell save DC 16):

At will: *dancing lights, mage hand, minor illusion*
2/day each: *dissonant whispers, enthrall, major image*
1/day each: *greater invisibility, mass suggestion, synaptic static*

Change Shape. The fiend transforms into a Small or Medium humanoid, or back into its true form. Without wings, the fiend loses its flying speed. Other than its size and speed, its game statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. This transformation ends if the fiend is reduced to 0 hit points or uses an action to end it.

Bonus Actions

Dark Whispers. The fiend targets one creature within 30 feet of it. If the target can hear the fiend, the target must succeed on a DC 16 Charisma saving throw or be frightened for 1 minute. While frightened in this way, a creature must take the Dash action and move away from the fiend by the safest available route on each of its turns, unless there is nowhere to move, in which case it needn't take the Dash action. If the creature ends its turn in a location where it doesn't have line of sight to the fiend, the creature can repeat the saving throw. On a success, the effect ends.

Tarrasque (Variant)

The tarrasque presented here is a more challenging variant the DM can choose to use.

Tarrasque (Variant)

Gargantuan Monstrosity (Titan), Unaligned

Armor Class 25 (natural armor)
Hit Points 676 (33d20 + 330)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	30 (+10)	3 (-4)	11 (+0)	11 (+0)

Saving Throws Int +5, Wis +9, Cha +9
Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, frightened, paralyzed, poisoned
Senses blindsight 120 ft., passive Perception 10
Languages —
Challenge 30 (155,000 XP) **Proficiency Bonus** +9

Legendary Resistance (3/Day). If the tarrasque fail s a saving throw, it can choose to succeed instead.

Magic Resistance. The tarrasque has advantage on saving throws against spells and other magical effects.

Regeneration. The tarrasque regains 100 hit points at the start of its turn. If the tarrasque takes acid damage, this trait doesn't function at the start of the tarrasque's next turn. The tarrasque dies only if it starts its turn with 0 hit points and doesn't regenerate.

Reflective Carapace. Any time the tarrasque is targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, the tarrasque is unaffected. On a 6, the tarrasque is unaffected, and the effect is reflected back at the caster as though it originated from the tarrasque, turning the caster into the target.

Siege Monster. The tarrasque deals double damage to objects and structures.

Actions

Multiattack. The tarrasque can use its Frightful Presence. It then makes five attacks: one with its Bite, two with its Claw, one with its Horns, and one with its Tail. It can use its Swallow instead of its Bite.

Bite. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the tarrasque can't use Bite on another target.

Claw. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage.

Horns. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 28 (4d8 + 10) piercing damage. If the attack roll succeeds by 5 or more, the target must make a DC 20 Constitution saving throw or be stunned until the end of the tarrasque's next turn.

Tail. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Disintegration Breath (Recharge 6). The tarrasque exhales devastating radiant energy in a 240-foot line that is 10 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking takes 75 (10d6 + 40) radiant damage on a failed save, or half as much on a successful one. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

Frightful Presence. Each creature of the tarrasque's choice within 120 feet of it and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the tarrasque is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the tarrasque's Frightful Presence for the next 24 hours.

Swallow. The tarrasque makes one Bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the Bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the tarrasque, and it takes 56 (l6d6) acid damage at the start of each of th e tarrasque's turns.

If the tarrasque takes 60 damage or more on a single turn from a creature inside it, the tarrasque must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the tarrasque. If the tarrasque dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

Bonus Actions

Earth-Shaking Movement. After moving at least 10 feet on the ground, the tarrasque sends a shock wave through the ground in a 120-foot-radius circle centered on itself. That area becomes difficult terrain for 1 minute. Each creature on the ground that is concentrating must succeed on a DC 27 Constitution saving throw or the creature's concentration is broken.

The shock wave deals 100 thunder damage to all structures in contact with the ground in the area. If a creature is near a structure that collapses, the creature might be buried; a creature within half the distance of the structure's height must make a DC 27 Dexterity saving throw. On a failed save, the creature takes 17 (5d6) bludgeoning damage, is knocked prone, and is trapped in the rubble. A trapped creature is restrained, requiring a successful DC 20 Strength (Athletics) check as an action to escape. Another creature within 5 feet of the buried creature can use its action to clear rubble and grant advantage on the check. If three creatures use their actions in this way, the check is an automatic success. On a successful save, the creature takes half as much damage and doesn't fall prone or become trapped.

Legendary Actions

The tarrasque can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The tarrasque regains spent legendary actions at the start of its turn.

Attack. The tarrasque makes one Claw attack or Tail attack.
Move. The tarrasque moves up to half its speed.
Chomp (Costs 2 Actions). The tarrasque makes one Bite attack or uses its Swallow.

Thri-Kreen

Psi-Warrior

Some thri-kreen have evolved to have psionic abilities. It uses these to supplement its martial abilities.

Sandstalker

Sandstalkers are thri-kreen rangers that have mastered surviving in the desert's sandy terrain. They are excellent trackers and hunters.

Thri-kreen Psi-Warrior

Medium Humanoid (Thri-kreen), Typically Chaotic Neutral

Armor Class 15 (natural armor)
Hit Points 58 (9d8 + 18)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages Thri-Kreen, telepathy 60 ft.
Challenge 2 (450 XP) **Proficiency Bonus** +2

Chameleon Carapace. The thri-kreen can change the color of its carapace to match the color and texture of its surroundings. As a result, it has advantage on Dexterity (Stealth) checks made to hide.

Standing Leap. The thri-kreen's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Multiattack. The thri-kreen makes two melee attacks attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. lf the saving throw fails by 5 or more, the target is also paralyzed while poisoned in this way. The poisoned target can repeat the saving throw on each of its turns, ending the effect on itself on a success.

Gythka. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Spellcasting (Psionics). The thri-kreen casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 11):

At will: *mage hand* (the hand is invisible), *mind sliver* (2d6)
1/day each: *blur, invisibility* (self only), *mind spike, thunderwave*

Thri-kreen Sandstalker

Medium Humanoid (Thri-kreen), Typically Chaotic Neutral

Armor Class 16 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +5, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages Thri-Kreen, telepathy 60 ft.
Challenge 3 (700 XP) **Proficiency Bonus** +2

Chameleon Carapace. The thri-kreen can change the color of its carapace to match the color and texture of its surroundings. As a result, it has advantage on Dexterity (Stealth) checks made to hide.

Desert Strider. Moving through nonmagical difficult desert or sandy terrain doesn't cost the thri-kreen extra movement.

Standing Leap. The thri-kreen's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Slay Foe (1/Turn). The thri-kreen deals an extra 13 (3d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

Actions

Multiattack. The thri-kreen makes two melee attacks or two ranged attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. lf the saving throw fails by 5 or more, the target is also paralyzed while poisoned in this way. The poisoned target can repeat the saving throw on each of its turns, ending the effect on itself on a success.

Gythka. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Chatkcha. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Spellcasting (Psionics). The thri-kreen casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 11):

1/day each: *conjure barrage, locate animals or plants, spike growth*

Bonus Actions

Stealthy. The thri-kreen takes the Hide action.

Treants

Blackroot

The blackroot was once a mighty treant keeper of the grove that was corrupted by a coven of elder hags. Now it is an undead creature that feeds on flesh and life energy. It stands over 18-feet tall and appears as a dead oak tree with a huge maw filled with sharp teeth and a pair of arms that end with claw-like fingers. It perpetually radiates an aura of death and can cast devastating necromantic spells.

Blackroot Treant

Huge Undead, Typically Neutral Evil

Armor Class 17 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	21 (+5)	12 (+1)	18 (+4)	12 (+1)

Saving Throws Con + 10, Int +6, Wis +9
Damage Resistances bludgeoning, piercing
Damage Vulnerabilities fire
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages Common, Druidic, Elvish, Sylvan
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Aura of Blight. A living creature that starts its turn within 10 feet of the treant takes 7 (2d6) necrotic damage.

False Appearance. If the treant is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the treant move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the treant is animate.

Siege Monster. The treant deals double damage to objects and structures.

Actions

Multiattack. The treant makes two Rotting Slam attacks.

Rotting Slam. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage plus 10 (3d6) necrotic damage. If the target is a creature, it must succeed on a DC 17 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Rock. *Ranged Weapon Attack:* +12 to hit, range 60/180 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Spellcasting. The treant casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 17):

At will: *darkness, detect thoughts*
2/day each: *blight, enervation, negative energy flood*
1/day each: *Abi-Dalzim's horrid wilting*

Animate Dead Trees (1/Day). The treant magically animates one or two dead trees it can see within 60 feet of it. These dead trees have the same statistics as a normal treant, except they have Intelligence and Charisma scores of 1, they can't speak, they have only the Slam action option, and have the Undead creature type. An animated dead tree acts as an ally of the treant. The dead tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate dead tree.

Keeper of the Grove

The keeper of the grove is an advanced treant that has druidic abilities. It lives its existence as the natural guardian of its woodland domain.

Treant Keeper of the Grove

Huge Plant, Typically Chaotic Good

Armor Class 16 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	18 (+4)	12 (+1)

Saving Throws Con + 9, Int +5, Wis +8
Damage Resistances bludgeoning, piercing
Damage Vulnerabilities fire
Senses passive Perception 14
Languages Common, Druidic, Elvish, Sylvan
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

False Appearance. If the treant is motionless at the start of combat, it has advantage on its initiative roll. Moreover, if a creature hasn't observed the treant move or act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the treant is animate.

Siege Monster. The treant deals double damage to objects and structures.

Actions

Multiattack. The treant makes two Slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Spellcasting. The treant casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 16, +8 to hit with spell attacks):

At will: *druidcraft, poison spray* (3d12), *thorn whip* (3d6)
2/day each: *conjure animals, cure wounds, moonbeam,*
1/day each: *call woodland beings, hallucinatory terrain, wrath of nature*

Entangling Plants (Recharge 5–6). The treant targets one or more creatures it can see within 60 feet of it. Grasping roots, vines, and vegetation sprout underneath each target. Each target must make a DC 16 Strength saving throw or be restrained by the entangling plants for 1 minute. As an action, the restrained creature can make a DC 16 Strength check, escaping from the briars on a success. The briars can also be destroyed to end the effect. The entangling plants has AC 10, 15 hit points, vulnerability to fire damage and immunity to bludgeoning, piercing, poison, and psychic damage.

Animate Trees (1/Day). The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

Troglodytes

Brute

Next to the chieftain, the brute is the largest member of a troglodyte hunting party. It rarely hesitates charging into battle, except when facing a much larger opponent.

Chieftain

The chieftain is usually the most experienced, battle-hardened, and largest of the troglodytes. It is utterly fearsome and disgusting, and easily bends the will of its brethren, who are terrified of it.

Hunter

The troglodyte hunter is a skilled tracker and killer. It can find a wounded target's weak spots and deliver a killing blow without being detected.

Shaman

The troglodyte shaman serves its tribe as its spiritual guide and healer,. In combat, a troglodyte shaman can controls the earth, enabling it to create minor earthquakes.

Troglodyte Brute

Medium Humanoid (Troglodyte), Typically Chaotic Evil

Armor Class 12 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	6 (-2)	8 (-1)	6 (-2)

Skills Stealth +2
Senses darkvision 60 ft., passive Perception 9
Languages Troglodyte
Challenge 2 (450 XP) **Proficiency Bonus** +2

Brute. A melee weapon deals one extra die of its damage when the troglodyte hits with it (included in the attack).

Chameleon Skin. The troglodyte has advantage on Dexterity (Stealth) checks made to hide.

Stench. Any creature other than a troglodyte that starts its turn within 5 feet of the troglodyte must succeed on a DC 13 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all troglodytes for 1 hour.

Sunlight Sensitivity. While in sunlight, the troglodyte has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The troglodyte makes two attacks: one with its Bite and one with its Greatclub.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage.

Greatclub. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Troglodyte Chieftain

Large humanoid (Troglodyte), Typically Chaotic Evil

Armor Class 15 (patchwork armor)
Hit Points 95 (10d10 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	8 (-1)	12 (+1)	8 (-1)

Skills Stealth +2
Senses darkvision 60 ft., passive Perception 11
Languages Troglodyte
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Chameleon Skin. The troglodyte has advantage on Dexterity (Stealth) checks made to hide.

Legendary Resistance (1/Day). If the troglodyte fails a saving throw, it can choose to succeed instead.

Stench. Any creature other than a troglodyte that starts its turn within 5 feet of the troglodyte must succeed on a DC 14 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all troglodytes for 1 hour.

Sunlight Sensitivity. While in sunlight, the troglodyte has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The troglodyte makes two attacks: one with its Bite and one with its Greatclub.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage.

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the target is a creature and the attack roll against the target succeeds by 5 or more, the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of the troglodyte's next turn.

Legendary Actions

The troglodyte can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The troglodyte regains spent legendary actions at the start of its turn.

Charge. The troglodyte moves up to its speed.
Club (Costs 2 Actions). The troglodyte makes a Greatclub attack.
War Whoop (Costs 3 Actions). Each allied troglodyte within 30 feet of the troglodyte and can hear the troglodyte can use their reaction to make one Bite attack.

Troglodyte Hunter

Medium Humanoid (Troglodyte), Typically Chaotic Evil

Armor Class 13 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	6 (-2)	13 (+1)	6 (-2)

Skills Perception +5, Stealth +4, Survival +5
Senses darkvision 60 ft., passive Perception 15
Languages Troglodyte
Challenge 1 (200 XP) **Proficiency Bonus** +2

Chameleon Skin. The troglodyte has advantage on Dexterity (Stealth) checks made to hide.

Stench. Any creature other than a troglodyte that starts its turn within 5 feet of the troglodyte must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all troglodytes for 1 hour.

Sunlight Sensitivity. While in sunlight, the troglodyte has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Slay Foe (1/Turn). The troglodyte deals an extra 9 (2d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

Actions

Multiattack. The troglodyte makes two attacks: one with its Bite and one with its Spear.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Bonus Actions

Stealthy. The troglodyte takes the Hide action.

Troglodyte Shaman

Medium Humanoid (Troglodyte), Typically Chaotic Evil

Armor Class 11 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	8 (-1)	15 (+2)	7 (-2)

Skills Stealth +2
Senses darkvision 60 ft., passive Perception 12
Languages Troglodyte
Challenge 2 (450 XP) **Proficiency Bonus** +2

Chameleon Skin. The troglodyte has advantage on Dexterity (Stealth) checks made to hide.

Stench. Any creature other than a troglodyte that starts its turn within 5 feet of the troglodyte must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all troglodytes for 1 hour.

Sunlight Sensitivity. While in sunlight, the troglodyte has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The troglodyte makes two attacks: one with its Bite and two with its Claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Spellcasting. The troglodyte casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At will: *druidcraft, poison spray* (2d12), *thorn whip* (2d6)
1/day each: *earth tremor, erupting earth, spike growth, thunderwave*

War Troll Fell Troll Cave Troll

Cave Troll

Cave trolls are larger, more feral versions of the common troll and have adapted to living in the Underdark or underground caves. They only come to the surface, and only at night, to hunt if food is scarce. They hate and fear sunlight, as it burns their skin. The corpse of a cave troll that dies from exposure to sunlight turns to stone.

Cave Troll

Large Giant, Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 105 (10d10 + 50)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	7 (-2)	10 (+0)	7 (-2)

Skills Perception +3
Senses darkvision 120 ft., passive Perception 13
Languages Giant
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, or radiant damage from sunlight, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Sunlight Hypersensitivity. The troll takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks. If a troll dies from sunlight, its corpse turns into stone.

Actions

Multiattack. The troll makes one Bite attack and two Claw attacks. If both Claw attacks hit the same creature, the target takes an extra 9 (2d8) slashing damage and must succeed on a DC 16 Constitution saving throw or be stunned until the end of the troll's next turn.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Fell Troll

The fell troll is a giant cousin of the troll. It is meaner, stronger, and often bullies the smaller trolls. It becomes the natural leader of any troll tribe.

Forest Troll

The forest trolls are medium-sized trolls. They are weaker than normal trolls but more than make up for it with their cunning and sheer numbers. As their name suggests, they are normally found only in forests and jungles.

Fell Troll

Huge Giant, Typically Chaotic Evil

Armor Class 17 (natural armor)
Hit Points 150 (12d12 + 72)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	22 (+6)	8 (-1)	11 (+0)	7 (-2)

Skills Perception +4
Senses darkvision 60 ft., passive Perception 14
Languages Giant
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 15 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The troll makes one Bite attack and two Claw attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 20 (4d6 + 6) slashing damage and if the target is a Medium or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, the troll can automatically hit the target with its Claw, and the troll can't use one of its Claw attacks against other targets.

Ragdoll Slam. The troll slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 18 Strength saving throw or take 20 (4d6 + 6) bludgeoning damage and be stunned until the end of the troll's next turn. On a successful save, a creature takes half the bludgeoning damage and isn't stunned.

Forest Troll

Medium Giant, Typically Chaotic Evil

Armor Class 16 (natural armor)
Hit Points 37 (5d8 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	16 (+3)	9 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4
Senses darkvision 60 ft., passive Perception 13
Languages Giant
Challenge 2 (450 XP) **Proficiency Bonus** +2

Brute. A melee weapon deals one extra die of its damage when the troll hits with it (included in the attack).

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 5 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The troll makes two attacks: one with its Bite and one with its Spear.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage plus 3 (1d6) poison damage.

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage, or 11 (2d8 + 2) piercing damage if used with two hands to make a melee attack or 5 (1d6 + 2) piercing damage at range, plus 3 (1d6) poison damage.

Mountain Troll

The massive, hulking mountain troll is the largest and most powerful species of troll. Fortunately, they are very rare. They fear nothing and will eat almost anything alive as long as they can fit it in their mouths. Other giants dislike and shun them.

War Troll

War trolls are trolls that have been trained from a young age with the use of weapons and armor. They are normally employed by fire giants and evil cloud giants.

Mountain Troll

Huge Giant, Typically Chaotic Evil

Armor Class 18 (natural armor)
Hit Points 189 (14d12 + 98)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	24 (+7)	6 (-2)	8 (-1)	6 (-2)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Giant
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 20 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The troll makes three attacks: one with its Bite and two with its Greatclub. It can use Earthquake Smash in place of one of its Greatclub attacks, if available.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) piercing damage.

Greatclub. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage. If the attack roll succeeds by 5 or more, the target must make a DC 19 Strength saving throw or be pushed up to 20 feet, knocked prone, and be stunned until the end of its next turn.

Earthquake Smash (Recharge 5–6). The troll slams the ground with its Greatclub, triggering an earth tremor and violently pelting the area with debris. Each creature on the ground in a 15-foot cube originating from the troll must succeed on a DC 19 Constitution saving throw. On a failed save, a creature takes 20 (3d8 + 7) bludgeoning damage, is knocked prone, and stunned until the end of its next turn. On a successful save, a creature takes half as much damage and is neither knocked prone or stunned.

War Troll

Large Giant, Typically Chaotic Evil

Armor Class 18 (plate)
Hit Points 115 (11d10 + 55)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	21 (+5)	9 (-1)	10 (+0)	8 (-1)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages Giant
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The troll makes three attacks: one with its Bite and two with its Greatsword. It can use Cleaving Swing in place of one of its Greatsword attacks, if available.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 19 (4d6 + 5) slashing damage.

Cleaving Swing (Recharge 5–6). The troll swings its Greatsword in a wide arc, and each creature within 10 feet of it must succeed on a DC 16 Dexterity saving throw. The target takes 19 (4d6 + 5) slashing damage on a failed save, or half as much damage on a successful one.

Reactions

Parry. The troll adds 3 to its AC against one melee attack that would hit it. To do so, the troll must see the attacker and be wielding a melee weapon.

Umber Hulks

Horrid Umber Hulk

When an umber hulk grows to a huge size, it becomes a truly horrid umber hulk. It is far stronger and more savage with its attacks than the typical umber hulk, and can burst forth from the ground to knock unsuspecting victims prone.

A single horrid umber hulk once decimated a whole dwarven mine and left no one alive.

Horrid Umber Hulk

Huge Monstrosity, Typically Chaotic Evil

Armor Class 20 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 40 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	20 (+5)	9 (-1)	12 (+1)	10 (+0)

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 11
Languages Umber Hulk
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Confusing Gaze. When a creature starts its turn within 30 feet of the umber hulk and is able to see the umber hulk's eyes, the umber hulk can magically force it to make a DC 16 Charisma saving throw, unless the umber hulk is incapacitated.

On a failed save, the creature can't take reactions until the start of its next turn and rolls a d10 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 to 7, the creature takes no action but uses all its movement to move in a random direction. On a 8 to 10, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the umber hulk until the start of its next turn, when it can avert its eyes again. If the creature looks at the umber hulk in the meantime, it must immediately make the save.

Tunneler. The umber hulk can burrow through solid rock at half its burrowing speed and leaves a 5 foot-wide, 8-foot-high tunnel in its wake.

Actions

Multiattack. The umber hulk makes three attacks: two with its Claw and one with its Mandibles.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Mandibles. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) slashing damage and if the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, the umber hulk can automatically hit the target with its Mandibles, and the umber hulk can't use its Mandibles against other targets.

Bonus Actions

Burst Forth (Recharges after a Short or Long Rest). While underground, the umber hulk burrows at least 10 feet straight and breaks through a ground or wall's surface. During this move, it can enter Huge or smaller creatures' spaces. A creature whose space the umber hulk enters must succeed on a DC 19 Dexterity saving throw. On a successful save, the creature is pushed 5 feet to the nearest space out of the umber hulk's path. On a failed save, the creature falls prone and takes 28 (6d6 + 7) bludgeoning damage. If the umber hulk remains in the prone creature's space, the creature is also restrained until it's no longer in the same space as the umber hulk. While restrained in this way, the creature, or another creature within 5 feet of it, can make a DC 19 Strength check. On a success, the creature is shunted to an unoccupied space of its choice within 5 feet of the umber hulk and is no longer restrained.

Tiger Umber Hulk Horrid Umber Hulk Rhinoceros Umber Hulk

Rhinoceros Umber Hulk

Although slower, this bulkier and thicker armored species of umber hulk has a horn like a rhinoceros beetle which it uses to gore and ram its prey with.

Tiger Umber Hulk

This is a slightly smaller and leaner species of umber hulk that has green and purple striped carapace. What it lacks in muscle it more than makes up for its rapaciousness and quickness. It also has glands along its abdomen that can spray a foul, highly acidic gas that can stun and nauseate its victims.

Rhinoceros Umber Hulk

Large Monstrosity, Typically Chaotic Evil

Armor Class 19 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	18 (+4)	9 (-1)	10 (+0)	10 (+0)

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 10
Languages Umber Hulk
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Charge. If the umber hulk moves at least 10 feet straight toward a target and then hits it with a Gore attack on the same turn, the target takes an extra 18 (4d8) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be pushed up to 10 feet away and knocked prone. If the target fails its saving throw by 5 or more, it is also stunned until the end of the umber hulk's next turn.

Confusing Gaze. When a creature starts its turn within 30 feet of the umber hulk and is able to see the umber hulk's eyes, the umber hulk can magically force it to make a DC 15 Charisma saving throw, unless the umber hulk is incapacitated.

On a failed save, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 to 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 to 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the umber hulk until the start of its next turn, when it can avert its eyes again. If the creature looks at the umber hulk in the meantime, it must immediately make the save.

Tunneler. The umber hulk can burrow through solid rock at half its burrowing speed and leaves a 5 foot-wide, 10-foot-high tunnel in its wake.

Actions

Multiattack. The umber hulk makes three attacks: two with its Claw and one with its Mandibles or one to Gore.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 10 (1d8 + 6) slashing damage.

Mandibles. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.
Hit: 15 (2d8 + 6) slashing damage.

Gore. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.
Hit: 24 (4d8 + 6) piercing damage.

Tiger Umber Hulk

Large Monstrosity, Typically Chaotic Evil

Armor Class 19 (natural armor)
Hit Points 85 (9d10 + 36)
Speed 40 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	9 (-1)	12 (+1)	10 (+0)

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 11
Languages Umber Hulk
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Confusing Gaze. When a creature starts its turn within 30 feet of the umber hulk and is able to see the umber hulk's eyes, the umber hulk can magically force it to make a DC 15 Charisma saving throw, unless the umber hulk is incapacitated.

On a failed save, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 to 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 to 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the umber hulk until the start of its next turn, when it can avert its eyes again. If the creature looks at the umber hulk in the meantime, it must immediately make the save.

Pounce. If the umber hulk moves at least 30 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the umber hulk can make one Bite attack against it as a bonus action.

Tunneler. The umber hulk can burrow through solid rock at half its burrowing speed and leaves a 5 foot-wide, 10-foot-high tunnel in its wake.

Actions

Multiattack. The umber hulk makes three attacks: two with its Claw and one with its Mandibles. If both Claw attacks hit the same creature, the target takes an extra 9 (2d8) slashing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 8 (1d8 + 4) slashing damage.

Mandibles. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 13 (2d8 + 4) slashing damage.

Stink Spray (Recharge 5–6). The umber hulk emits nauseating acid in a 30-foot cone. Each creature in that area must succeed on a DC 15 Constitution saving throw. On a failed save, the target takes 27 (6d8) acid damage and is poisoned until the end of its next turn. A poisoned target spends its turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw. On a successful save, the target takes half as much damage and isn't poisoned.

Unicorn

Dread Unicorn

The dread unicorn is an evil unicorn infused with the fiendish essence of Bane. It is often used as a steed by baneliches, death knights, and powerful blackguards and clerics of Bane.

Dread Unicorn

Large Fiend, Typically Lawful Evil

Armor Class 14 (natural armor)
Hit Points 67 (9d10 + 18)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	15 (+2)	11 (+0)	17 (+3)	16 (+3)

Damage Resistances cold, fire, lightning
Damage Immunities poison
Condition Immunities charmed, paralyzed, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages Abyssal, telepathy 60 ft.
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Charge. If the unicorn moves at least 20 feet straight toward a target and then hits it with a Horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Magic Resistance. The unicorn has advantage on saving throws against spells and other magical effects.

Magic Weapons. The unicorn's weapon attacks are magical.

Actions

Multiattack. The unicorn makes two attacks: one with its Hooves and one with its Horn.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Horn. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Spellcasting. The unicorn casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 14):

At will: *detect evil and good, druidcraft, pass without trace*
1/day each: *dispel evil and good, entangle, ray of enfeeblement*

Horn of Death (2/Day). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage and the target must succeed on a DC 14 Constitution. On a failed save, the target takes 24 (7d6) necrotic damage, or half as much damage on a successful save. The damage can't reduce the target's hit points below 1. If the target fails the saving throw, its hit point maximum is reduced for 1 hour by an amount equal to the necrotic damage it took. Any effect that removes a disease allows a creature's hit point maximum to return to normal before that time passes.

Teleport (1/Day). The unicorn magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location the unicorn is familiar with, up to 1 mile away.

Legendary Actions

The unicorn can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The unicorn regains spent legendary actions at the start of its turn.

Hooves. The unicorn makes one attack with its Hooves.
Shadow Shield (Costs 2 Actions). The unicorn creates a wispy cloud of darkness around itself or another target it can see within 60 feet of it. Until the end of the unicorn's next turn, any creature has disadvantage on attack rolls against the target with shadow shield. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.
Necrotic Breath (Costs 3 Actions). The unicorn exhales shadowy fire in a 15-foot cone. Each creature in that area must make a DC 14 Constitution saving throw. On a failed save, a creature takes 17 (5d6) necrotic damage and can't regain hit points until the start of the unicorn's next turn. On a successful save, a creature takes half as much damage with no additional effects.

Vampire Spawn Assassin

Vampire Lord

Vampire Spawn Sorcerer

Vampire

Vampire Lord

Even more powerful than the vampire is the ancient vampire lord, said to be amongst the first of its kind. They are stronger, more cunning, and resilient than the normal vampire.

A Vampire Lord's Lair

A vampire lord chooses the same types of lairs a normal vampire would but is guarded by powerful vampire spawns, demons, or undead. A vampire lord encountered in its lair has a challenge rating of 19 (22,000 XP).

Lair Actions

On initiative count 20 (losing initiative ties), the vampire lord can take a lair action to cause one of the following magical effects; the vampire lord can't use the same effect two rounds in a row:

- The vampire lord summons a vampire spawn that appears within 120 feet of it. The vampire spawn obeys its telepathic commands, which can reach anywhere in the lair.
- The vampire lord casts *command* or *hold person*, if available.
- The vampire lord unleashes sickly green bolts of energy at up to three creatures it can see within 120 feet of itself. Each target must make a DC 18 Constitution saving throw. On a failed save, a creature takes 10 (3d6) necrotic damage and can't regain hit points until the start of the vampire lord's next turn. On a successful save, a creature takes half as much damage with no additional effects.

Vampire Lord (Blackguard)

Medium Undead (Shapechanger), Typically Lawful Evil

Armor Class 20 (*+2 plate*)
Hit Points 199 (21d8 + 105)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	17 (+3)	19 (+4)	18 (+4)

Saving Throws Dex +10, Con +11, Wis +10, Cha +10
Skills Perception +10, Stealth +10
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 120 ft., passive Perception 20
Languages the languages it knew in life
Challenge 18 (20,000 XP) **Proficiency Bonus** +6

Legendary Resistance (3/Day). If the vampire lord fails a saving throw, it can choose to succeed instead.

Misty Escape. When it drops to 0 hit points outside its resting place, the vampire lord transforms into a cloud of mist (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or running water. If it can't transform, it is destroyed.

While it has 0 hit points in mist form, it can't revert to its vampire lord form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its vampire lord form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. The vampire lord regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire lord takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire lord's next turn.

Spider Climb. The vampire lord can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire lord has the following flaws:

Forbiddance. The vampire lord can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire lord takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire lord's heart while the vampire lord is incapacitated in its resting place, the vampire lord is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire lord takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Vampire Form Only). The vampire lord makes three attacks, only one of which can be a Bite attack. It can use its Charm or Dreadful Aspect in place of one attack.

Greatsword (Vampire Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 9 (2d8) necrotic damage.

Unarmed Strike (Vampire Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) bludgeoning damage. Instead of dealing damage, the vampire lord can grapple the target (escape DC 19).

Bite (Bat or Vampire Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire lord, incapacitated, or restrained. *Hit:* 8 (1d6 + 5) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire lord regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire lord spawn under the vampire lord's control.

Charm. The vampire lord targets one humanoid it can see within 30 feet of it. If the target can see the vampire lord, the target must succeed on a DC 18 Wisdom saving throw against this magic or be charmed by the vampire lord. The charmed target regards the vampire lord as a trusted friend to be heeded and protected. Although the target isn't under the vampire lord's control, it takes the vampire lord's requests or actions in the most favorable way it can, and it is a willing target for the vampire lord's Bite attack.

Each time the vampire lord or the vampire lord's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the vampire lord is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Dreadful Aspect (Recharges after a Short or Long Rest). The vampire lord exudes magical menace. Each enemy within 30 feet of the vampire lord must succeed on a DC 18 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the vampire lord, the target can repeat the saving throw, ending the effect on itself on a success.

Spellcasting. The vampire lord casts one of the following spells using Charisma as the spellcasting ability (spell save DC 18):

2/day each: *command, darkness, dispel magic, hold person*
1/day each: *animate dead* (as an action), *banishment, destructive wave* (necrotic)

Children of the Night (1/Day). The vampire lord magically calls 2d4 swarms of bats or rats, provided that the sun isn' t up. While outdoors, the vampire lord can call 3d6 wolves instead. The called creatures arrive in 1d4 rounds, acting as allies of the vampire lord and obeying its spoken commands. The beasts remain for 1 hour, until the vampire lord dies, or until the vampire lord dismisses them as a bonus action.

Change Shape. If the vampire lord isn't in sunlight or running water, it polymorphs in to a Tiny bat or a Medium cloud of mist, or back in to its true form.

While in bat form, the vampire lord can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. This transformation ends if the vampire lord is reduced to 0 hit points or uses an action to end it.

While in mist form, the vampire lord can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Bonus Actions

Cunning Action. The vampire lord takes the Dash, Disengage, or Hide action.

Legendary Actions

The vampire lord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The vampire lord regains spent legendary actions at the start of its turn.

Move. The vampire lord moves up to its speed without provoking opportunity attacks.
Unarmed Strike. The vampire lord makes one Unarmed Strike.
Attack (Costs 2 Actions). The vampire lord makes one Bite attack or one Greatsword attack.
Cast a Spell (Costs 3 Actions). The vampire lord uses Spellcasting.

Vampire Spawns

Vampire Spawn Archetypes

Presented here are three archetypes of vampire spawns that a vampire may have as minions.

Vampire Spawn Assassin

Medium Undead, Typically Lawful Evil

Armor Class 16 (studded leather)
Hit Points 97 (13d8 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	12 (+1)	10 (+0)	12 (+1)

Saving Throws Dex +7, Wis +3
Skills Perception +3, Stealth +10
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Assassinate. During its first turn, the vampire has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the vampire scores against a surprised creature is a critical hit.

Evasion. If the vampire is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the vampire instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack (1/Turn). The vampire deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the vampire that isn't incapacitated and the vampire doesn't have disadvantage on the attack roll.

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes two attacks, only one of which can be a Bite attack.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

Shortsword. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. A creature that fails the save by 5 or more is also unconscious for the same duration. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Bonus Actions

Cunning Action. The vampire takes the Dash, Disengage, or Hide action.

Vampire Spawn Sorceress

Medium Undead, Typically Lawful Evil

Armor Class 14 (natural armor)
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	11 (+0)	10 (+0)	18 (+4)

Saving Throws Dex +5, Wis +3
Skills Perception +3, Stealth +5
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Regeneration. The vampire regains 10 hit points at the start of her turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Sorcery Points. The vampire has 11 sorcery points. She can spend 1 or more sorcery points to gain one of the following benefits:

Heightened Spell: When the vampire casts a spell that forces a creature to make a saving throw to resist the spell's effects, she can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell: When the vampire casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes two attacks, only one of which can be a Bite attack. Alternatively, it can use Elemental Bolt twice.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (2d4 + 2) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 12).

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 5 (1d6 + 2) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Elemental Bolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. Hit: 12 (2d8 + 3) acid, cold, fire, or lightning (vampire's choice) damage.

Spellcasting. The vampire casts one of the following spells using Charisma as the spellcasting ability (spell save DC 15):

At will: *dancing lights, mage hand, minor illusion*
2/day each: *charm person, mirror image, lightning bolt*
1/day each: *circle of death, dominate person, greater invisibility*

Vampire Spawn Warrior

Medium Undead, Typically Lawful Evil

Armor Class 15 (chain shirt)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +5, Wis +3
Skills Perception +3, Stealth +5
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

Spider Climb. The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into the vampire's heart while the vampire is incapacitated in its resting place, the vampire is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The vampire makes two attacks, only one of which can be a Bite attack.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 14).

Greatsword. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Reactions

Parry. The vampire adds 3 to its AC against one melee attack that would hit it. To do so, the vampire must see the attacker and be wielding a melee weapon.

A monstrous water weird attacks a scrag troll.

Water Weird

Monstrous Water Weird

The monstrous water weird is a much larger species of the water weird, able to reach lengths of up to 40 feet. Powerful clerics and shamans summon these from the Elemental Plane of Water and bind them to very sacred places to act as guardians. Even if the original summoners have all died out and the area being protected has fallen into ruin, the monstrous water weird will remain as an eternal sentinel.

Monstrous Water Weird

Huge Elemental, Typically Neutral

Armor Class 13
Hit Points 119 (14d10 + 42)
Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	17 (+3)	12 (+1)	10 (+0)	10 (+0)

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities poison
Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious
Senses blindsight 30 ft., passive Perception 10
Languages understands Aquan but doesn't speak
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Invisible in Water. The water weird is invisible while fully immersed in water.

Water Bound. The water weird dies if it leaves the water to which it is bound or if that water is destroyed.

Actions

Multiattack. The water weird makes two attacks: one to Constrict and one with its Tail.

Constrict. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one creature. Hit: 19 (4d6 + 5) bludgeoning damage. If the target is Large or smaller, it is grappled (escape DC 15) and pulled 5 feet toward the water weird. Until this grapple ends, the target is restrained, the water weird tries to drown it, and the water weird can't use Constrict on another target.

Tail. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one creature. Hit: 12 (2d6 + 5) bludgeoning damage.

Wights

Presented in this section are various advanced versions of the standard wight.

Wight Captain

Medium Undead, Typically Neutral Evil

Armor Class 17 (half plate)
Hit Points 67 (9d8 + 27)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	16 (+3)

Skills Perception +3, Stealth +4
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Distracting Strike (1/Turn). When the wight hits a creature with a weapon attack, the next attack roll against the target by an attacker other than the wight has advantage if the attack is made before the start of the wight's next turn.

Actions

Multiattack. The wight makes two Longsword attacks or two Longbow attacks. It can use its Life Drain in place of one Longsword attack.

Life Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Maneuver Allies (Recharge 5–6). Up to four allies within 60 feet of the captain that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Reactions

Directed Strike (3/Day). When a creature the wight can see within 30 feet of it makes an attack roll, and the creature can hear the wight, the wight grants advantage to that roll.

Wight Champion

Medium Undead, Typically Neutral Evil

Armor Class 20 (plate, shield)
Hit Points 85 (10d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	10 (+0)	13 (+1)	16 (+3)

Skills Perception +4, Stealth +5
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages the languages it knew in life
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Turn Resistance. The wight has advantage on saving throws against any effect that turns Undead.

Actions

Multiattack. The wight makes two melee attacks or two ranged attacks. It can use its Life Drain in place of one melee attack.

Life Drain. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Bonus Actions

Necrotic Smite (3/Day). When the wight hits a creature with a weapon attack, it deals 18 (4d8) necrotic damage to the target, and the target can't regain hit points until the start of the wight's next turn.

Reactions

Parry. The wight adds 3 to its AC against one melee attack that would hit it. To do so, the wight must see the attacker and be wielding a melee weapon.

Wight Hexblade

Medium Undead, Typically Neutral Evil

Armor Class 15 (studded leather)
Hit Points 90 (12d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	10 (+0)	13 (+1)	16 (+3)

Saving Throws Wis +4, Cha +6
Skills Perception +4, Stealth +6
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages the languages it knew in life
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The wight makes two Longsword attacks. It can use its Life Drain in place of one Longsword attack.

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, plus 4 (1d8) cold damage.

Spellcasting. The wight casts one of the following spells using Charisma as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *eldritch blast* (3 beams), *mage hand, minor illusion*
3/day (as 5th-level spells): *blink, cone of cold, dimension door, dispel magic, elemental weapon*

Bonus Actions

Hexblade's Curse (Recharges after a Short or Long Rest). The wight targets a creature it can see within 30 feet of it. The target is cursed for 1 minute. The curse ends early if the target dies, the wight dies, or it is incapacitated. Until the curse ends, the wight gains the following benefits:

- It deals an extra 3 damage on damage rolls against the cursed target.
- Any attack roll it makes against the cursed target is a critical hit on a roll of 19 or 20 on the d20.
- If the cursed target dies, the wight regains 14 hit points.

Reactions

Armor of Hexes. When hit by an attack roll by a creature cursed by the wight's Hexblade's Curse, roll a d6. On a roll of 4 or higher, the attack instead misses the wight, regardless of its roll.

Wight Warlock

Medium Undead, Typically Neutral Evil

Armor Class 12
Hit Points 104 (16d8 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10 (+0)	13 (+1)	18 (+4)

Skills Perception +4, Stealth +5
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 14
Languages the languages it knew in life
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Whispering Aura. At the start of each of the wight's turns, each creature of its choice within 5 feet of it must succeed on a DC 15 Wisdom saving throw or take 14 (4d6) psychic damage, provided that the wight isn't incapacitated.

Actions

Life Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Howling Void. The wight opens a momentary extraplanar rift within 60 feet of it. The rift is a scream-filled, 20-foot cube. Each creature in that area must make a DC 15 Wisdom saving throw. On a failed save, a creature takes 13 (3d8) psychic damage and is frightened of the wight until the end of the wight's next turn. On a successful save, a creature takes half as much damage and isn't frightened.

Spellcasting. The wight casts one of the following spells using Charisma as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *eldritch blast* (3 beams), *mage hand, minor illusion*
3/day (as 5th-level spells): *detect thoughts, dimension door, dissonant whispers, telekinesis, vampiric touch*
1/day each: *circle of death, finger of death*

Feral Wight

Medium Undead, Typically Neutral Evil

Armor Class 13
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	9 (-1)	13 (+1)	13 (+1)

Skills Perception +3, Stealth +5
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages the languages it knew in life
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Pounce. If the wight moves at least 30 feet straight toward a creature and then hits it with a Claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone.

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The wight makes two Claw attacks

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 +4) slashing damage plus 3 (1d6) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Frost Giant Wight

Huge Undead, Typically Neutral Evil

Armor Class 15 (patchwork armor)
Hit Points 138 (12d12 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	21 (+5)	9 (-1)	10 (+0)	12 (+1)

Saving Throws Con +9, Wis +4, Cha +5
Skills Athletics +11, Perception +4, Stealth +4
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities cold, poison
Condition Immunities exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 14
Languages Giant
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The wight makes two Greataxe attacks. It can use its Life Drain in place of one Greataxe attack.

Life Drain. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 14 (2d6 + 7) necrotic damage. The target must succeed on a DC 17 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Greataxe. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 26 (3d12 + 7) slashing damage.

Rock. Ranged Weapon Attack: +11 to hit, range 60/240 ft., one target. Hit: 29 (4d10 + 7) bludgeoning damage.

Mind Flayer Wight

Medium Undead, Typically Neutral Evil

Armor Class 16 (breastplate)
Hit Points 97 (13d8 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	17 (+3)	17 (+3)	17 (+3)

Saving Throws Int +7, Wis +7, Cha +7
Skills Perception +7, Stealth +6
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities poison
Condition Immunities exhaustion, poisoned
Senses darkvision 120 ft., passive Perception 17
Languages Deep Speech, Undercommon, telepathy 120 ft.
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Life Draining Touch. When a creature is hit by the wight's melee attack, it must succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the necrotic damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Magic Resistance. The wight has advantage on saving throws against spells and other magical effects.

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Tentacles. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 14 (2d10 + 3) psychic damage plus 7 (2d6) necrotic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.

Extract Brain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one incapacitated humanoid grappled by the wight. *Hit:* 55 (10d10) piercing damage plus 3 (1d6) necrotic damage. If this damage reduces the target to 0 hit points, the wight kills the target by extracting and devouring its brain.

Mind Blast (Recharge 5–6). The wight magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 21 (4d8 + 3) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Spellcasting (Psionics). The wight casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 15):

At will: *detect thoughts, levitate*
1/day each: *dominate monster, plane shift* (self only)

Will-o'-Wisp

Greater Will-o'-Wisp

The dread will-o'-wisp is an ancient undead creature that has consumed hundreds of lives over its existence. Far more than its advanced attacks, it has become even more dangerous because of its ability to affect the will of its possible prey, instilling suicidal thoughts and driving them to their deaths.

Will-o'-Wisp, Greater

Tiny Undead, Typically Chaotic Evil

Armor Class 20
Hit Points 63 (18d4 + 18)
Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	30 (+10)	12 (+1)	15 (+2)	16 (+3)	15 (+2)

Damage Immunities lightning, poison
Damage Resistances acid, cold, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities exhaustion, grappled, paralyzed, poisoned, prone, restrained, unconscious
Senses darkvision 120 ft., passive Perception 13
Languages the languages it knew in life
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Ephemeral. The will-o'-wisp can't wear or carry anything.

Incorporeal Movement. The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Variable Illumination. The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

Whispers of Hope and Despair. A creature that starts its turn within 20 feet of the will-o'-wisp must succeed on a DC 13 Wisdom saving throw, unless the will-o'-wisp is incapacitated. On a failed save, the target is charmed until the start of its next turn. While charmed by the will-o'-wisp, the target, during each of its turns, is unable to do any action except use a Dash action and move up to its speed to a space of the will-o'-wisp's choice that the will-o'-wisp can see. If the creature cannot reach it, it must move to the nearest possible space to the designated space. A target isn't compelled to move into an obviously deadly hazard, such as a fire or pit, but it might not notice hidden hazards such as quicksand, and it will provoke opportunity attacks to move toward the space designated. Constructs and Undead are immune to this effect.

Actions

Multiattack. The will-o'-wisp uses its Shock twice.

Shock. *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (3d8) lightning damage.

Invisibility. The will-o'-wisp and its light magically become invisible until it attacks or uses its Consume Life, or until its concentration ends (as if concentrating on a spell).

Bonus Actions

Consume Life. The will-o'-wisp targets one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 13 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

Wraiths

Dread Wraith

The fearsome dread wraith is a larger and more powerful wraith that is consumed with intense hate for the living. It constantly radiates an aura of dread that causes those who succumb to it to immediately turn and flee.

Legendary Dread Wraith

Legendary dread wraiths come from the restless spirits of once powerful, tyrannical kings. These insane, evil, and malevolent spirits try to capture their former glory and rebuild armies of undead to take back what was once theirs, vowing revenge on the descendants of all those that brought about their downfall.

A Legendary Dread Wraith's Lair

A legendary dread wraith haunts the same gloomy and sinister places lesser wraiths do, but is heavily patrolled by other incorporeal undead such as banshees, shadows, specters, and wraiths. A legendary dread wraith encountered in its lair has a challenge rating of 14 (11,500 XP).

Lair Actions

On initiative count 20 (losing initiative ties), the legendary dread wraith can take a lair action to cause one of the following magical effects; the legendary dread wraith can't use the same effect two rounds in a row:

- The dread wraith magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.
- The dread wraith summons a wraith that appears within 60 feet of it. The wraith obeys its telepathic commands, which can reach anywhere in the lair.
- The dread wraith targets up to three frightened creatures it can see within 60 feet of it. The target must succeed on a DC 18 Wisdom saving throw. On a failed save, the target takes 13 (3d8) psychic damage and is paralyzed until the end of the dread wraith's next turn.

Dread Wraith

Large Undead, Typically Neutral Evil

Armor Class 13
Hit Points 126 (12d10 + 60)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	20 (+5)	13 (+1)	15 (+2)	16 (+3)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 120 ft., passive Perception 12
Languages the languages it knew in life
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Aura of Dread. A creature hostile to the wraith that starts its turn within 20 feet of the wraith must succeed on a DC 14 Wisdom saving throw, unless the wraith is incapacitated. On a failed save, the target is frightened until the start of its next turn. While frightened in this way, the target can't perform any actions except move up to half its speed. If a creature's saving throw is successful, the creature is immune to the wraith's Aura of Dread for the next 24 hours.

Detect Life. The wraith can magically sense the presence of living creatures up to 120 feet away. It knows the general direction they're in but not their exact locations.

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if she ends her turn inside an object.

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Life Drain. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* Hit: 30 (6d8 + 3) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Create Wraith. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a wraith in the space of its corpse or in the nearest unoccupied space. The wraith is under the wraith's control. The wraith can have no more than seven wraiths under its control at one time.

Dread Wraith, Legendary

Large Undead, Typically Neutral Evil

Armor Class 14
Hit Points 157 (15d10 + 75)
Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	20 (+5)	14 (+2)	16 (+3)	17 (+3)

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons
Damage Immunities necrotic, poison
Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses darkvision 120 ft., passive Perception 13
Languages the languages it knew in life
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Aura of Dread. A creature hostile to the wraith that starts its turn within 20 feet of the wraith must succeed on a DC 18 Wisdom saving throw, unless the wraith is incapacitated. On a failed save, the target is frightened until the start of its next turn. While frightened in this way, the target can't perform any actions except move up to half its speed. If a creature's saving throw is successful, the creature is immune to the wraith's Aura of Dread for the next 24 hours.

Detect Life. The wraith can magically sense the presence of living creatures up to 120 feet away. It knows the general direction they're in but not their exact locations.

Legendary Resistance (1/Day). If the wraith fails a saving throw, it can choose to succeed instead.

Incorporeal Movement. The wraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if she ends her turn inside an object.

Sunlight Sensitivity. While in sunlight, the wraith has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The wraith uses Command Undead. It then makes two Greatsword attacks. It can use its Life Drain in place of one Greatsword attack.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) slashing damage plus 4 (1d8) necrotic damage.

Life Drain. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* Hit: 35 (7d8 + 4) necrotic damage. The target must succeed on a DC 18 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Command Undead. The wraith targets one Undead ally it can see within 30 feet of it and gives it a telepathic command. The target can use its reaction to move up to half its speed and make one weapon attack.

Create Wraith. The wraith targets a humanoid within 10 feet of it that has been dead for no longer than 1 minute and died violently. The target's spirit rises as a wraith in the space of its corpse or in the nearest unoccupied space. The wraith is under the wraith's control. The wraith can have no more than seven wraiths under its control at one time.

Legendary Actions

The wraith can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The wraith regains spent legendary actions at the start of its turn.

Move. The wraith moves up to its speed without provoking opportunity attacks.
Attack. The wraith makes one Greatsword attack.
Command. The wraith uses Command Undead.
Life Drain (Costs 2 Actions). The wraith uses Life Drain.
Disrupt Life (Costs 3 Actions). Each living creature within 20 feet of the wraith must make a DC 18 Constitution saving throw against this magic, taking 17 (5d6) necrotic damage on a failed save, or half as much damage on a successful one.

An ancient wyvern has taken down a hippogriff.

Wyvern

Ancient Wyvern

Very rarely do wyverns reach an age where they can grow to enormous sizes. They are often slain by chromatic dragons before they can get any bigger, but when they do survive long enough to reach an ancient age, they become serious threats to anyone.

Wyvern, Ancient

Huge Dragon, Unaligned

Armor Class 14 (natural armor)
Hit Points 195 (17d12 + 85)
Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	7 (-2)	13 (+1)	6 (-2)

Skills Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Legendary Resistance (1/Day). If the wyvern fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The wyvern makes two attacks: one with its Bite and one with its Stinger. While flying, it can use its Claws in place of one other attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 13 (2d6 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage.

Stinger. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 13 (2d6 + 6) piercing damage. The target must make a DC 17 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The wyvern can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The wyvern regains spent legendary actions at the start of its turn.

Detect. The wyvern makes a Wisdom (Perception) check.
Bite. The wyvern makes a Bite attack.
Sting (Costs 2 Actions). The wyvern attacks with its Stinger.
Wing Attack (Costs 2 Actions). The wyvern beats its wings. Each creature within 15 feet of the wyvern must succeed on a DC 18 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The wyvern can then fly up to half its flying speed.

Xorn

Elder Xorn

The elder xorn is larger and less patient than its brethren. Whereas a normal xorn may attempt to negotiate for treasure, an elder xorn will simply demand for it. It gets easily agitated when its demand is ignored, and may outright attack. Due to its size, it often craves for treasure constantly. It can sniff out and pinpoint the location of treasure, and uncontrollably goes into a savage frenzy when it detects anyone carrying a large amount of treasure.

Elder Xorn

Large Elemental, Typically Neutral

Armor Class 20 (natural armor)
Hit Points 137 (11d10 + 77)
Speed 20 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	24 (+7)	12 (+1)	11 (+0)	12 (+1)

Skills Perception +8, Stealth +4
Damage Resistances piercing and slashing from nonmagical weapons that aren't adamantine
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 18
Languages Terran
Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Earth Glide. The xorn can burrow through nonmagical, unworked earth and stone. While doing so, the xorn doesn't disturb the material it moves through.

Stone Camouflage. The xorn has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Treasure Frenzy. The xorn has advantage on melee attack rolls against a creature that is carrying or holding more than 500 gold pieces worth of gems and precious metals.

Treasure Sense. The xorn can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

Actions

Multiattack. The xorn makes three Claw attacks and one Bite attack.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 8 (1d8 + 4) slashing damage.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target.
Hit: 17 (3d8 + 4) piercing damage.

Yetis

Chieftain

While an abominable yeti may be stronger, it is the chieftain that is the undisputed alpha and leader of a yeti pack. A chieftain is larger, more muscular, and about a foot taller than a typical yeti. It is often accompanied by shamans who serve as its advisors. Sometimes, a chieftain may even have a subservient abominable yeti as a bodyguard.

Blood-Chilling Roar. In combat, the yeti chieftain can be a terrifying foe. It will pounce at a group of enemies, slashing at them with its powerful rending claws. If surrounded or outnumbered, the yeti chieftain can unleash a blood-curdling roar that can paralyze enemies with fear.

Yeti Chieftain

Large Monstrosity, Typically Chaotic Evil

Armor Class 13 (natural armor)
Hit Points 114 (12d10 + 48)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	9 (-1)	14 (+2)	8 (-1)

Skills Athletics +9, Perception +5, Stealth +5
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 15
Languages Yeti
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Fear of Fire. If the yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Keen Smell. The yeti has advantage on Wisdom (Perception) checks that rely on smell.

Legendary Resistance (1/Day). If the yeti fails a saving throw, it can choose to succeed instead.

Snow Camouflage. The yeti has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Multiattack. The yeti can use its Chilling Gaze and makes two Claw attacks.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) slashing damage plus 4 (1d8) cold damage.

Chilling Gaze. The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 15 Constitution saving throw against this magic or take 13 (3d8) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to the Chilling Gaze of all yetis (but not abominable yetis) for 1 hour.

Blood-Chilling Roar (Recharge 5–6). The yeti lets out a terrifying roar audible out to 300 feet. Any non-yeti creature within 30 feet of the yeti that can hear its roar must succeed on a DC 15 Wisdom saving throw or be frightened of the yeti for 1 minute. A creature that fails the save by 5 or more is also paralyzed for the same duration. A creature can repeat the saving throw at the end of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this yeti's Blood-Chilling Roar for the next 24 hours.

Legendary Actions

The yeti can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The yeti regains spent legendary actions at the start of its turn.

Claw. The yeti makes one Claw attack.
Gaze (Costs 2 Actions). The yeti uses Chilling Gaze.
Mauling Pounce (Costs 3 Actions). The yeti moves up to its speed without provoking opportunity attacks, and it can make one Claw attack against each creature it moves past.

Shaman

Yeti shamans are druids that can draw and manipulate the arctic cold. They are often the leaders of their tribe or serve as advisors to the yeti chieftain.

Snowstalker

Snowstalkers are yeti hunters and scouts that are nearly invisible in the icy terrain. Their victims never realize they are already right beside them, already too late to react.

Yeti Shaman

Large Monstrosity, Typically Chaotic Evil

Armor Class 12 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	9 (-1)	16 (+3)	7 (-2)

Skills Perception +6, Stealth +4
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 16
Languages Yeti
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Fear of Fire. If the yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Keen Smell. The yeti has advantage on Wisdom (Perception) checks that rely on smell.

Snow Camouflage. The yeti has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Multiattack. The yeti can use its Chilling Gaze and makes two Claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 4 (1d8) cold damage.

Frost Shard. *Ranged Spell Attack:* +6 to hit, range 60 ft., one creature. *Hit:* 25 (5d8 + 3) cold damage and the target's speed is reduced by 10 feet until the start of the yeti's next turn.

Chilling Gaze. The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 14 Constitution saving throw against this magic or take 10 (3d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to the Chilling Gaze of all yetis (but not abominable yetis) for 1 hour.

Spellcasting. The yeti casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *druidcraft, mending, shape water*
2/day each: *ice knife, spike growth, erupting earth*
1/day each: *cone of cold, ice storm*

Yeti Snowstalker

Large Monstrosity, Typically Chaotic Evil

Armor Class 14 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	16 (+3)	9 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +5, Survival +3,
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 13
Languages Yeti
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Fear of Fire. If the yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Keen Smell. The yeti has advantage on Wisdom (Perception) checks that rely on smell.

Snow Strider. Moving through nonmagical difficult snowy terrain doesn't cost the yeti extra movement.

Slay Foe (1/Turn). The yeti deals an extra 9 (2d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

Snow Camouflage. The yeti has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Multiattack. The yeti can use its Chilling Gaze and makes two Claw attacks.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage plus 3 (1d6) cold damage.

Chilling Gaze. The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 13 Constitution saving throw against this magic or take 10 (3d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to the Chilling Gaze of all yetis (but not abominable yetis) for 1 hour.

Bonus Actions

Stealthy. The yeti takes the Hide action.

Yuan-Ti

Abomination Champion

An abomination champion is usually a yuan-ti clan's fiercest warrior. If it isn't leading its allies in battle, it will be the primary guardian of yuan-ti royalty.

Yuan-ti Abomination Champion

Large Monstrosity (Shapechanger, Yuan-ti), Typically Neutral Evil

Armor Class 18 (breastplate, shield)
Hit Points 171 (18d10 + 72)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	17 (+3)	16 (+3)	18 (+4)

Saving Throws Str +9, Wis +7
Skills Perception +7, Stealth +6
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 17
Languages Abyssal, Common, Draconic
Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Legendary Resistance (1/Day). If the yuan-ti fails a saving throw, it can choose to succeed instead.

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Actions

Multiattack (Abomination Form Only). The yuan-ti makes two ranged attacks or three melee attacks, but can use its Bite and Constrict attacks only once each.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) piercing damage plus 10 (3d6) poison damage.

Constrict. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target *Hit:* 12 (2d6 + 5) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the yuan-ti can't use Constrict on another target.

Scimitar (Abomination Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 10 (3d6) poison damage.

Longbow (Abomination Form Only). *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage plus 10 (3d6) poison damage.

Spellcasting. The yuan-ti casts one of the following spells using Charisma as the spellcasting ability (spell save DC 16):

At will: *animal friendship* (snakes only)
3/day each: *hold person, suggestion*
1/day each: *banishment, dispel magic, fear*

Change Shape. The yuan-ti transforms into a Large snake, or back into its true form, while retaining its game statistics. It doesn't change form if it is reduced to 0 hit points.

Legendary Actions

The yuan-ti can take three legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The yuan-ti regains spent legendary actions at the start of its turn.

Move. The yuan-ti moves up to half its speed.
Attack (Costs 2 Actions). The yuan-ti makes a weapon attack.
Cast a Spell (Costs 2 Actions). The yuan-ti uses Spellcasting.

Malison Junglestalker

The yuan-ti malison junglestalker is an exceptional ranger and gifted archer. It can slither through the densest thickets without difficulty while remaining nearly invisible to the naked eye.

Yuan-ti Malison Junglestalker

Medium Monstrosity (Shapechanger, Yuan-ti), Typically Neutral Evil

Armor Class 14
Hit Points 97 (15d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	14 (+2)	14 (+2)	16 (+3)

Skills Deception +6, Perception +5, Survival +5, Stealth +7
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 15
Languages Abyssal, Common, Draconic
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Jungle Strider. Moving through nonmagical difficult jungle terrain doesn't cost the yuan-ti extra movement.

Magic Resistance. The yuan-ti has advantage on saving throws against spells and other magical effects.

Slay Foe (1/Turn). The yuan-ti deals an extra 13 (3d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points.

Actions

Multiattack (Abomination Form Only). The yuan-ti makes two ranged attacks or two melee attacks, but can use its Bite and Constrict attacks only once each.

Bite (Snake Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage plus 7 (2d6) poison damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target *Hit:* 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the yuan-ti can't use Constrict on another target.

Scimitar (Yuan-ti Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Longbow (Abomination Form Only). *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) poison damage.

Spellcasting. The yuan-ti casts one of the following spells using Charisma as the spellcasting ability (spell save DC 14):

At will: *animal friendship* (snakes only)
3/day: *suggestion*
1/day each: *conjure barrage, cordon of arrows, spike growth*

Change Shape. The yuan-ti transforms into a Large snake, or back into its true form, while retaining its game statistics. It doesn't change form if it is reduced to 0 hit points.

Bonus Actions

Stealthy. The yuan-ti takes the Hide action.

Zombies

Feral Zombie

While zombies are corpses animated by spellcasters, a feral zombie is created from a cannibal's corpse and magically cursed by a priest of Orcus. Orcus's aim is to spread undeath, and the feral zombie is one of the ways to do it rapidly.

Spore Zombie

A spore zombie is created through a foul ritual by clerics of Zuggtmoy. These zombies are infected by fungal spores which they spread to creatures they attack to create more spore zombies.

Feral Zombie

Medium Undead, Typically Chaotic Evil

Armor Class 8
Hit Points 9 (2d8)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	10 (+0)	3 (-4)	6 (-2)	5 (-3)

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages —
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Blood Frenzy. The feral zombie has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Keen Smell. The feral zombie has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the feral zombie moves at least 20 feet straight toward a creature and then hits it with its Claws on the same turn, that target must succeed on a DC 11 Strength saving throw or be knocked prone.

Create Feral Zombie. A creature slain by the feral zombie rises as a feral zombie after 1 minute.

Actions

Multiattack. The feral zombie makes two attacks: one with its Bite and one with its Claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage. If the target is a creature, it must succeed on a DC 10 Constitution saving throw or be diseased. The diseased target can't regain hit points and must make a DC 10 Constitution saving throw every hour or its hit point maximum decreases by 3 (1d6). If the disease reduces the target's hit point maximum to 0, the target dies, and its corpse turns into a feral zombie. The disease lasts until removed by a *lesser restoration* spell or similar magic.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

Spore Zombie

Medium Undead, Typically Neutral Evil

Armor Class 9
Hit Points 22 (4d8 + 4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	12 (+1)	3 (-4)	6 (-2)	5 (-3)

Damage Vulnerabilities fire, radiant
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 8
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Infect. Each time a creature is hit by a spore zombie's melee attack, it must succeed on a DC 11 Constitution saving throw or be diseased. The diseased target can't regain hit points, and its hit point maximum decreases by 4 (1d8) for every hour that elapses. If the disease reduces the target's hit point maximum to 0, the target dies, and its corpse turns into a spore zombie. The disease lasts until removed by a *lesser restoration* spell or similar magic.

Sunlight Hypersensitivity. The spore zombie takes 5 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The spore zombie makes two attacks: one with its Bite and one with its Claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

Appendix A: Miscellaneous Creatures

This appendix contains stat blocks for various animals, vermin, and other critters. The stat blocks are organized alphabetically by creature name.

Cave Bear

Large Beast, Unaligned

Armor Class 12 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The bear makes one Bite attack and two Claw attacks. If both Claw attacks hit a Large or smaller creature, the target must succeed on a DC 16 Strength saving throw or be knocked prone.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) slashing damage.

Dire Bear

Huge Beast, Unaligned

Armor Class 14 (natural armor)
Hit Points 105 (10d12 + 40)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	18 (+4)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3
Senses darkvision 60 ft., passive Perception 13
Languages —
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The bear makes one Bite attack and two Claw attacks. If both Claw attacks hit a Large or smaller creature, the target must succeed on a DC 18 Strength saving throw or be knocked prone.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 +7) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Intimidating Roar (Recharge 4–6). The dire bear lets out a terrifying roar audible out to 120 feet. Any creature within 30 feet of the dire bear that can hear its roar must succeed on a DC 15 Wisdom saving throw or be frightened of the dire bear for 1 minute. A creature can repeat the saving throw at the end of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this dire bear's Intimidating Roar for the next 24 hours.

Dire Rat

Medium Beast, Unaligned

Armor Class 13
Hit Points 19 (3d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	15 (+2)	2 (-4)	12 (+1)	4 (-3)

Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The rat has advantage on an attack roll against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Giant Assassin Bug

Medium Beast, Unaligned

Armor Class 12
Hit Points 16 (3d8 + 3)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	2 (-4)	12 (+1)	3 (-4)

Skills Stealth +4
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Ambusher. The assassin bug has advantage on attack rolls against any creature it has surprised.

Keen Smell. The assassin bug has advantage on Wisdom (Perception) checks that rely on smell.

Spider Climb. The assassin bug can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Rostrum. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, the assassin bug attaches to the target, and the target must make a DC 11 Constitution saving throw or be poisoned for 1 minute. The target is paralyzed while poisoned. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. While attached, the assassin bug doesn't attack. Instead, at the start of each of the assassin bug's turns, the target loses 6 (1d8 + 2) hit points due to blood loss. The assassin bug can detach itself by spending 5 feet of its movement. It does so after it drains 30 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the assassin bug.

Giant Army Ant

Small Beast, Unaligned

Armor Class 13 (natural armor)
Hit Points 11 (2d6 + 4)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	3 (-4)

Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1/4 (50 XP) **Proficiency Bonus** +2

Keen Smell. The ant has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The ant has advantage on an attack roll against a creature if at least one of the ant's allies is within 5 feet of the creature and the ally isn't incapacitated.

Spider Climb. The ant can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage. If the Bite hits a creature, the ant can make a sting attack as a bonus action.

Sting. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage, and the target must make a DC 12 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

A giant assassin bug has paralyzed a dire rat.

Giant Bullfrog

Large Beast, Unaligned

Armor Class 13 (natural armor)
Hit Points 76 (8d10 + 32)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	18 (+4)	2 (-4)	11 (+0)	3 (-4)

Skills Perception + 2, Stealth +3
Senses darkvision 30 ft., passive Perception 12
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Amphibious. The bullfrog can breathe air and water.

Standing Leap. The bullfrog's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the bullfrog can't use its Bite attack on another target.

Tongue. Melee Weapon Attack: +5 to hit, reach 15 ft., one creature. Hit: The target must make a DC 13 Strength saving throw. On a failed save, the target is pulled to a space within 5 feet of the bullfrog, which can use a bonus action to make a Bite attack against the target.

Swallow. The bullfrog makes one Bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the bullfrog, and it takes 7 (2d6) acid damage at the start of each of the bullfrog's turns. The bullfrog can have only one Medium target or two Small targets swallowed at a time.

If the bullfrog takes 10 damage or more on a single turn from a creature inside it, the bullfrog must succeed on a DC 12 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the bullfrog. If the bullfrog dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 5 feet of movement, exiting prone.

A giant bullfrog attacks a giant caecilia.

Giant Caecilia

Large Beast, Unaligned

Armor Class 12 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 30 ft., burrow 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	16 (+3)	1 (-5)	8 (-1)	4 (-3)

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 9
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Amphibious. The caecilia can breathe air and water.

Keen Smell. The caecilia has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 7 (2d6) poison damage and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the caecilia can't use its Bite attack on another target.

Swallow. The caecilia makes one Bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the caecilia, and it takes 7 (2d6) acid damage at the start of each of the caecilia's turns.

If the caecilia takes 10 damage or more on a single turn from a creature inside it, the caecilia must succeed on a DC 12 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the caecilia. If the caecilia dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 5 feet of movement, exiting prone.

Giant Leech

Large Beast, Unaligned

Armor Class 11 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	1 (-5)	8 (-1)	4 (-3)

Senses blindsight 30 ft., tremorsense 60 ft., passive Perception 9
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Amphibious. The leech can breathe air and water.

Keen Smell. The leech has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage, the leech attaches to the target, and the target is grappled (escape DC 13). While attached, the leech doesn't attack. Instead, at the start of each of the leech's turns, the target loses 7 (1d8 + 3) hit points due to blood loss. The leech can detach itself by spending 5 feet of its movement. It does so after it drains 60 hit points of blood from the target or the target dies.

Giant Praying Mantis

Large Beast, Unaligned

Armor Class 13 (natural armor)
Hit Points 52 (7d10 + 14)
Speed 30 ft., climb 30 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	2 (-4)	12 (+1)	4 (-3)

Skills Perception +3, Stealth +6
Senses passive Perception 13
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Spider Climb. The mantis can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Grabbing Claws. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the mantis can't use its Grabbing Claws or Flicking Claws on another target.

Flicking Claws. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage, and the target must succeed on a DC 14 Strength saving throw or be pushed up to 20 feet and knocked prone.

Mandibles. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target it is grappling. *Hit:* 13 (2d8 + 4) slashing damage.

Giant Slug

Large Beast, Unaligned

Armor Class 12 (natural armor)
Hit Points 85 (9d10 + 36)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	18 (+4)	1 (-5)	8 (-1)	4 (-3)

Senses blindsight 30 ft., darkvision 60 ft., tremorsense 60 ft., passive Perception 9
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 7 (2d6) acid damage and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the slug can't use its Bite attack on another target.

Swallow. The slug makes one Bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the slug, and it takes 7 (2d6) acid damage at the start of each of the slug's turns.

If the slug takes 20 damage or more on a single turn from a creature inside it, the slug must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the slug. If the slug dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 5 feet of movement, exiting prone.

Acid Glob Spit. *Ranged Weapon Attack:* +6 to hit, range 60 ft., one target. *Hit:* 18 (4d8) acid damage and if the target is a creature, it must succeed on a DC 14 Strength saving throw or be restrained until the end of its next turn.

Giant Robber Fly

Medium Beast, Unaligned

Armor Class 14
Hit Points 22 (4d8 + 4)
Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	2 (-4)	12 (+1)	3 (-4)

Skills Perception +3, Stealth +6
Senses passive Perception 13
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Ambusher. The robber fly has advantage on attack rolls against any creature it has surprised.

Actions

Proboscis. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage, the robber fly attaches to the target, and the target must make a DC 11 Constitution saving throw or be poisoned for 1 minute. The target is paralyzed while poisoned. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. While attached, the robber fly doesn't attack. Instead, at the start of each of the robber fly's turns, the target loses 8 (1d8 + 4) hit points due to blood loss. The robber fly can detach itself by spending 5 feet of its movement. It does so after it drains 40 hit points of blood from the target or the target dies. A creature, including the target, can use its action to detach the robber fly.

A giant robber fly has captured a winged kobold.

Giant Spitting Cobra

Large Beast, Unaligned

Armor Class 16 (natural armor)
Hit Points 51 (6d10 + 18)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	17 (+3)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2
Senses blindsight 10 ft., passive Perception 12
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Poison Spit. *Ranged Weapon Attack:* +6 to hit, range 60 ft., one target. *Hit:* 10 (3d6) poison damage and if the target is a creature, it must succeed on a DC 13 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Giant Tarantula

Large Beast, Unaligned

Armor Class 13 (natural armor)
Hit Points 59 (7d10 + 21)
Speed 30 ft., burrow 5 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +5
Senses blindsight 10 ft., darkvision 30 ft., tremorsense 60 ft. passive Perception 10
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Spider Climb. The tarantula can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the tarantula knows the exact location of any other creature in contact with the same web.

Web Walker. The tarantula ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 13 (3d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Shed Hairs (Recharges after a Short or Long Rest). Each creature within 10 feet of the tarantula must make a DC 13 Constitution saving throw. On a failed save, the creature becomes poisoned for 1 minute. A creature spends its action on each of its turns retching and reeling while poisoned in this way. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

Giant Tiger Beetle

Medium Beast, Unaligned

Armor Class 16 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	2 (-4)	12 (+1)	3 (-4)

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 1 (200 XP) **Proficiency Bonus** +2

Keen Smell. The tiger beetle has advantage on Wisdom (Perception) checks that rely on smell.

Pounce. If the tiger beetle moves at least 30 feet straight toward a creature and then hits it with a Bite attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) slashing damage.

A giant velvet worm attacks a giant wolverine.

Giant Velvet Worm

Large Beast, Unaligned

Armor Class 14 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	2 (-4)	12 (+1)	3 (-4)

Skills Stealth +5
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 11
Languages —
Challenge 3 (700 XP) **Proficiency Bonus** +2

Keen Smell. The velvet worm has advantage on Wisdom (Perception) checks that rely on smell.

Spider Climb. The velvet worm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage plus 10 (3d6) acid damage.

Web Spray (Recharge 5–6). The velvet worm spits webbing in a line that is 30 feet long and 10 feet wide. Each creature in that line must succeed on a DC 13 Dexterity saving throw or be restrained by webbing. As an action, the restrained creature can make a DC 13 Strength check, escaping from the webbing on a success. The effect ends if the webbing is destroyed. The webbing has AC 10, 5 hit points, vulnerability to fire damage and immunity to bludgeoning, poison, and psychic damage.

Giant Wolverine

Large Beast, Unaligned

Armor Class 12
Hit Points 47 (5d10 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3
Senses passive Perception 13
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Keen Smell. The wolverine has advantage on Wisdom (Perception) checks that rely on smell.

Relentless (Recharges after a Short or Long Rest). If the wolverine takes 20 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Multiattack. The wolverine makes one Bite attack and two Claw attacks. If both Claw attacks hit a Large or smaller creature, the target takes an extra 4 (1d8) slashing damage and must succeed on a DC 14 Strength saving throw or be knocked prone.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the wolverine can't use its Bite attack on another target.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Hatori

Huge Beast, Unaligned

Armor Class 17 (natural armor)
Hit Points 126 (12d12 + 48)
Speed 20 ft., (40 ft. in desert or sandy terrain)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	18 (+4)	2 (-4)	11 (+0)	7 (-2)

Skills Perception + 3, Stealth +5
Senses darkvision 30 ft., passive Perception 13
Languages —
Challenge 6 (2,300 XP) **Proficiency Bonus** +3

Ambusher. In the first round of combat, the hatori has advantage on attack rolls against any creature it has surprised.

Hold Breath. The hatori can hold its breath for 30 minutes.

Sand Camouflage. The hatori has advantage on Dexterity (Stealth) checks made to hide in desert or sandy terrain.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage, and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained, and the hatori can't use its Bite attack on another target

Tail. Melee Weapon Attack: +9 to hit, reach 10 ft., one target not grappled by the hatori. Hit: 15 (2d8 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Swallow. The hatori makes one Bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the hatori, and it takes 14 (4d6) acid damage at the start of each of the hatori's turns. The hatori can have only one Medium target or two Small targets swallowed at a time.

If the hatori takes 20 damage or more on a single turn from a creature inside it, the hatori must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the hatori. If the hatori dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 5 feet of movement, exiting prone.

Monstrous Poisonous Snake

Huge Beast, Unaligned

Armor Class 15 (natural armor)
Hit Points 85 (9d12 + 27)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	17 (+3)	2 (-4)	10 (+0)	3 (-4)

Skills Perception + 3
Senses blindsight 10 ft., passive Perception 13
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 11 (2d6 + 4) piercing damage, and the target must succeed on a DC 14 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

Hatori

The hatori are giant crocodile-like creatures that live in deserts or beaches where majority of the ground is made up of very loose sand. Instead of legs, hatori have giant muscular paddle-like fins that they use to 'swim' through the sand. They lurk just underneath the sand near caravan trails and burst forth when it is close enough to seize prey with their massive jaws.

Monstrous Centipede

Huge Beast, Unaligned

Armor Class 16 (natural armor)
Hit Points 92 (8d12 + 40)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	20 (+5)	1 (-5)	8 (-1)	3 (-4)

Senses blindsight 30 ft., passive Perception 9
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Keen Smell. The centipede has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 12 (2d6 + 5) piercing damage, and the target must succeed on a DC 15 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Monstrous Scorpion

Huge Beast, Unaligned

Armor Class 16 (natural armor)
Hit Points 85 (9d12 + 27)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	1 (-5)	9 (-1)	3 (-4)

Senses blindsight 60 ft., passive Perception 9
Languages —
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Actions

Multiattack. The scorpion makes two Claw attacks and one Sting attack.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) bludgeoning damage, and the target is grappled (escape DC 14). The scorpion has two claws, each of which can grapple only one target.

Sting. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 11 (2d6 + 4) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 33 (6d10) poison damage on a failed save, or half as much damage on a successful one.

Monstrous Spider

Huge Beast, Unaligned

Armor Class 15 (natural armor)
Hit Points 85 (9d12 + 27)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 10
Languages —
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Monstrous Squid

Huge Beast, Unaligned

Armor Class 13 (natural armor)
Hit Points 171 (18d12 + 54)
Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	17 (+3)	3 (-4)	10 (+0)	4 (-3)

Skills Perception +6, Stealth +4
Senses darkvision 60 ft., passive Perception 16
Languages —
Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Hold Breath. While out of water, the squid can hold its breath for 1 hour.

Underwater Camouflage. The squid has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The squid can breathe only underwater.

Actions

Multiattack. The squid makes two Tentacle attacks. If it has a creature grappled, it can also attack with its Beak.

Tentacle. Melee Weapon Attack: +8 to hit, reach 20 ft., one target. Hit: 15 (3d6 + 5) bludgeoning damage. If the target is a creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the squid can't use its tentacles on another target.

Beak. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target it is grappling. *Hit:* 18 (3d8 + 5) slashing damage.

Ink Cloud (Recharges after a Short or Long Rest). A 30-foot radius cloud of ink extends all around the squid if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the squid can use the Dash action as a bonus action.

Monstrous Tarantula

Huge Beast, Unaligned

Armor Class 14 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 30 ft., burrow 5 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +7
Senses blindsight 10 ft., darkvision 30 ft., tremorsense 60 ft. passive Perception 10
Languages —
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Spider Climb. The tarantula can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the monstrous tarantula knows the exact location of any other creature in contact with the same web.

Web Walker. The tarantula ignores movement restrictions caused by webbing.

Actions

Multiattack. The tarantula makes two attacks: one with its Forelegs and one with its Bite.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 19 (3d8 + 6) piercing damage, and the target must make a DC 16 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Forelegs. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 13 (2d6 + 6) bludgeoning damage, and the target must make a DC 17 Strength saving throw or be knocked prone.

Shed Hairs (Recharges after a Short or Long Rest). Each creature within 10 feet of the tarantula must make a DC 16 Constitution saving throw. On a failed save, the creature becomes poisoned for 1 minute. A creature spends its action on each of its turns retching and reeling while poisoned in this way. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

Sword Spider

Large Beast, Unaligned

Armor Class 14 (natural armor)
Hit Points 76 (9d10 + 27)
Speed 30 ft., burrow 5 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	2 (-4)	11 (+0)	4 (-3)

Skills Stealth +5
Senses blindsight 10 ft., darkvision 30 ft., tremorsense 60 ft. passive Perception 10
Languages —
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Multiattack. The spider makes two Foreleg attacks and one Bite attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

Foreleg. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) slashing damage.

Deadly Leap. If the spider jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 27 (5d8 + 5) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the spider's space into an unoccupied space of the creature's choice. If no unoccupied space is with in range, the creature instead falls prone in the spider's space.

Winter Wolf Alpha

Huge Monstrosity, Typically Neutral Evil

Armor Class 14 (natural armor)
Hit Points 157 (15d12 + 60)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	18 (+4)	2 (-4)	12 (+1)	8 (-1)

Skills Perception +7, Stealth +4
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 17
Languages —
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Snow Camouflage. The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Cold Breath (Recharge 5–6). The wolf exhales a blast of freezing wind in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 36 (8d8) cold damage on a failed save, or half as much damage on a successful one.

Savage Howl (Recharge 5–6). The wolf emits a terrifying howl that also rallies its allies. Each ally that is within 30 feet of it, can hear it, and not already affected by Savage Howl gain advantage on attack rolls and saving throw rolls until the start of the wolf's next turn. All other creatures within 30 feet must succeed on a DC 15 Wisdom saving throw or become frightened of the wolf for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the wolf Savage Howl for the next 24 hours.

Worg Alpha

Large Monstrosity, Typically Neutral Evil

Armor Class 14 (natural armor)
Hit Points 45 (6d10 + 12)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	15 (+2)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 2 (450 XP) **Proficiency Bonus** +2

Keen Hearing and Smell. The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The worg has advantage on an attack roll against a creature if at least one of the worg's allies is within 5 feet of the creature and the ally isn't incapacitated.

Packmaster. An ally within 5 feet of the worg has advantage on attack rolls against a creature that is within 5 feet of the worg and another ally, provided the worg and the other ally aren't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Throat Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one prone creature. *Hit:* 18 (4d6 + 4) piercing damage.

Appendix B: Nonplayer Characters

This appendix contains stat blocks for various nonplayer characters. The stat blocks are organized alphabetically by name.

Arcane Guard and Knight

These spellcasting warriors are able to enhance their offensive and fighting capabilities with their sorcerous magic. They also take advantage of their quickened spell feature in order to maximize their efficiency in combat.

Arcane Guard

Medium Humanoid, Any Alignment

Armor Class 15 (studded leather)
Hit Points 44 (8d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	16 (+3)

Skills Perception +3
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Sorcery Points. The arcane guard has 5 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Empowered Spell: When the arcane guard rolls damage for a spell, it can spend 1 sorcery point to reroll up to 3 damage dice. It must use the new rolls. It can use Empowered Spell even if it has already used a different Metamagic option during the casting of the spell.

Quickened Spell: When the arcane guard casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Actions

Rapier. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (2d6) lightning damage.

Elemental Bolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. Hit: 12 (2d8 + 3) acid, cold, fire, or lightning (arcane guard's choice) damage.

Spellcasting. The arcane guard casts one of the following spells using Charisma as the spellcasting ability (spell save DC 13):

At will: *mage hand, minor illusion, true strike*
1/day each: *haste, lightning bolt, mirror image*

Reactions

Shield (3/Day). The arcane guard casts *shield* using Charisma as the spellcasting ability.

Arcane Knight

Medium Humanoid, Any Alignment

Armor Class 17 (half plate)
Hit Points 91 (14d8 + 28)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	12 (+1)	12 (+1)	16 (+3)

Saving Throws Con +5, Wis +4, Cha +6
Skills Perception +4
Senses passive Perception 14
Languages any two languages
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Brave. The arcane knight has advantage on saving throws against being frightened.

Sorcery Points. The arcane knight has 7 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Empowered Spell: When the arcane knight rolls damage for a spell, it can spend 1 sorcery point to reroll up to 3 damage dice. It must use the new rolls. It can use Empowered Spell even if it has already used a different Metamagic option during the casting of the spell.

Quickened Spell: When the arcane knight casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Actions

Multiattack. The arcane knight makes two Glaive attacks or uses Elemental Bolt twice.

Glaive. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage plus 10 (3d6) lightning damage.

Elemental Bolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. Hit: 12 (2d8 + 3) acid, cold, fire, or lightning (arcane knight's choice) damage.

Spellcasting. The arcane knight casts one of the following spells using Charisma as the spellcasting ability (spell save DC 14):

At will: *mage hand, minor illusion, true strike*
2/day each: *mirror image, thunderwave*
1/day each: *dispel magic*, *fireball, lightning bolt*

Reactions

Counterspell (1/Day). The arcane knight casts *counterspell* using Charisma as the spellcasting ability.

Shield (3/Day). The arcane knight casts *shield* using Charisma as the spellcasting ability.

Blight Druid

Medium Humanoid, Typically Neutral Evil

Armor Class 14 (studded leather)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	11 (+0)	17 (+3)	12 (+1)

Saving Throws Dex +5, Con +5, Wis +6
Skills Perception +6, Survival +6
Damage Immunities poison
Condition Immunities poisoned
Senses passive Perception 16
Languages any one language (usually Common)
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Actions

Scythe. *Melee Weapon Attack*: +5 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing damage plus 7 (2d6) poison damage.

Blight Bolt. *Ranged Spell Attack:* +6 to hit, range 60 ft., one creature. *Hit:* 7 (2d6) poison damage and 7 (2d6) necrotic damage.

Spellcasting. The blight druid casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *druidcraft, guidance, mold earth*
2/day each: *ice knife, stinking cloud, wither and bloom*
1/day each: *cloudkill, confusion, contagion*

Blight Wave (Recharge 5–6). Poison and necrotic fire surges from the blight druid. Each creature within 20 feet of the blight druid must succeed on a DC 14 Constitution saving throw. On a failed save, a creature takes 14 (4d6) poison damage and 14 (4d6) necrotic damage and is poisoned for 1 minute. A poisoned creature can't regain hit points. On a successful save, the target takes half as much damage and isn't poisoned. The target can make a DC 14 Constitution saving throw at the end of each of its turns, ending the effect on itself with a success.

Blight Druid

The blight druid lives to corrupt all life and spread blight and decay. It is typically a worshipper of Talona, but some worship Moander, Shar, or Zuggtmoy.

Bodyguard

Medium Humanoid, Any Alignment

Armor Class 18 (breastplate, shield)
Hit Points 37 (5d8 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	10 (+0)

Skills Intimidation +2, Perception +3
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 2 (450 XP) **Proficiency Bonus** +2

Actions

Multiattack. The bodyguard makes two melee attacks.

Longsword. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Reactions

Protection. When an attacker the bodyguard can see makes an attack roll against a creature within 5 feet of the bodyguard, the bodyguard can impose disadvantage on the attack roll.

Bodyguard, Elite

Medium Humanoid, Any Alignment

Armor Class 19 (half plate, shield)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Str +6, Con +5, Wis +4
Skills Intimidation +2, Perception +4
Senses passive Perception 14
Languages any one language (usually Common)
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Actions

Multiattack. The bodyguard makes three melee attacks.

Longsword. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Reactions

Intercept Attack. In response to another creature within 5 feet of it being hit by an attack roll, the bodyguard gives that creature a +5 bonus to its AC against that attack, potentially causing a miss. To use this ability, the bodyguard must be able to see the creature and the attacker.

Self-Sacrifice. When a creature within 5 feet of the bodyguard is hit by an attack, the bodyguard swaps places with that creature and is hit instead.

Bounty Hunter

Medium Humanoid, Any Alignment

Armor Class 15 (studded leather)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	12 (+1)	14 (+2)	10 (+0)

Saving Throws Dex +5, Int +3
Skills Perception +4, Stealth +7, Survival +4
Senses passive Perception 14
Languages any two languages
Challenge 2 (450 XP) **Proficiency Bonus** +2

Assassinate. During its first turn, the bounty hunter has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the bounty hunter scores against a surprised creature is a critical hit.

Nonlethal Strike. If a creature's hit points drop to 0 from the bounty hunter's attack, the bounty hunter can choose to knock the creature unconscious at 0 hit points instead of leaving it dying.

Sneak Attack (1/Turn). The bounty hunter deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the bounty hunter that isn't incapacitated and the bounty hunter doesn't have disadvantage on the attack roll.

Actions

Rapier. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Hunting Bolas. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one creature. *Hit:* 5 (1d4 + 3) bludgeoning damage and the target must succeed on a DC 13 Strength saving throw or be restrained and knocked prone. As an action, the restrained creature can make a DC 13 Strength check, escaping on a success. The effect ends if the Hunting Bolas is destroyed. The Hunting Bolas has AC 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.

Bonus Actions

Cunning Action. The bounty hunter takes the Dash, Disengage, or Hide action.

Bounty Hunter, Elite

Medium Humanoid, Any Alignment

Armor Class 16 (studded leather)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Strength +4, Dex +7, Wis +5
Skills Perception +8, Stealth +10, Survival +5
Senses passive Perception 18
Languages any one language (usually Common)
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Assassinate. During its first turn, the bounty hunter has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the bounty hunter scores against a surprised creature is a critical hit.

Nonlethal Strike. If a creature's hit points drop to 0 from the bounty hunter's attack, the bounty hunter can choose to knock the creature unconscious at 0 hit points instead of leaving it dying.

Sneak Attack (1/Turn). The bounty hunter deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the bounty hunter that isn't incapacitated and the bounty hunter doesn't have disadvantage on the attack roll.

Actions

Multiattack. The bounty hunter makes two melee attacks or two ranged attacks.

Rapier. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Hunting Bolas. *Ranged Weapon Attack:* +7 to hit, range 20/60 ft., one creature. *Hit:* 6 (1d4 + 4) bludgeoning damage and the target must succeed on a DC 15 Strength saving throw or be restrained and knocked prone. As an action, the restrained creature can make a DC 15 Strength check, escaping on a success. The effect ends if the Hunting Bolas is destroyed. The Hunting Bolas has AC 10, 5 hit points, resistance to bludgeoning damage, and immunity to poison and psychic damage.

Bonus Actions

Cunning Action. The bounty hunter takes the Dash, Disengage, or Hide action.

Captain

Medium Humanoid, Any Alignment

Armor Class 17 (scale mail, shield)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	10 (+0)	14 (+2)

Saving Throws Str +5, Con +4
Skills Perception +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 2 (450 XP) **Proficiency Bonus** +2

Actions

Multiattack. The captain makes two melee attacks or two ranged attacks. It can use its Command or Maneuver Allies in place of one attack.

Longsword. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one creature. *Hit:* 5 (1d8 + 1) piercing damage.

Command. The captain targets one ally it can see within 30 feet of it. If the target can see and hear the captain, the target can use its reaction to make one weapon attack.

Maneuver Allies (Recharge 5–6). Up to four allies within 60 feet of the captain that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Reactions

Directed Strike (2/Day). When a creature the captain can see within 30 feet of it makes an attack roll, and the creature can hear the captain, the captain grants advantage to that roll.

Dark Whisperer

Medium Humanoid, Any Non-Good Alignment

Armor Class 15 (studded leather)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	13 (+1)	12 (+1)	17 (+3)

Saving Throws Dex +5, Cha +5
Skills Deception +5, Perception +3, Stealth +5
Senses passive Perception 13
Languages any two languages
Challenge 2 (450 XP) **Proficiency Bonus** +2

Actions

Rapier. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 10 (3d6) poison damage.

Maddening Bolt. *Ranged Spell Attack:* +5 to hit, range 60 ft., one creature. *Hit:* 13 (3d6 + 3) psychic damage and the target must succeed on a DC 13 Wisdom saving throw or it must use its reaction to make a melee weapon attack against one creature of the dark whisperer's choice that the dark whisperer can see. Constructs and Undead are immune to this effect.

Spellcasting. The dark whisperer casts one of the following spells using Charisma as the spellcasting ability (spell save DC 13):
At will: *dancing lights, friends, minor illusion*
1/day each: *charm person, dissonant whispers, invisibility, major image, Tasha's hideous laughter*

Bonus Actions

Dark Whispers. The dark whisperer targets one creature within 30 feet of it. If the target can hear the dark whisperer, the target must succeed on a DC 13 Charisma saving throw or be frightened for 1 minute. While frightened in this way, a creature must take the Dash action and move away from the dark whisperer by the safest available route on each of its turns, unless there is nowhere to move, in which case it needn't take the Dash action. If the creature ends its turn in a location where it doesn't have line of sight to the dark whisperer, the creature can repeat the saving throw. On a success, the effect ends.

Death Priest

Medium Humanoid, Any Non-Good Alignment

Armor Class 17 (half plate)
Hit Points 127 (17d8 + 51)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	17 (+3)	10 (+0)

Saving Throws Con +6, Wis +6, Cha +3
Skills Perception +6, Religion +6
Senses passive Perception 16
Languages any one language (usually Common)
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Actions

Scythe. *Melee Weapon Attack*: +6 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage plus 7 (2d6) necrotic damage.

Withering Blast (Recharge 5-6). Necrotic energy streams out from the death priest's hands. Each creature in a 30-foot cone must make a DC 14 Constitution saving throw. On a failed save, a creature takes 22 (5d8) necrotic damage and is weakened for 1 minute. A weakened creature has disadvantage on Strength-based ability checks and Strength saving throws, and the creature's weapon attacks that rely on Strength deal half damage. The target can make a DC 14 Constitution saving throw at the end of each of its turns, ending the effects on itself on a success. On a successful save, the target takes half as much damage and isn't weakened.

Spellcasting. The death priest casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14):
At will: *guidance, mending, resistance, thaumaturgy*
1/day each: *animate dead, antilife shell, blindness/deafness, circle of death, symbol* (as an action), *vampiric touch* (4d6)

Bonus Actions

Ray of Entropy (Recharge 4-6). The death priest targets one creature it can see within 60 feet of it. If the target is an Undead creature, it regains 12 (2d8 + 3) hit points. If the target isn't a Construct or an Undead creature, it must succeed on a DC 14 Constitution saving throw. On a failed save, the target takes 12 (2d8 + 3) necrotic damage and its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. On a successful save, the target takes half as much damage with no additional effects.

Dread Lord of Bane

Medium Humanoid, Typically Lawful Evil

Armor Class 20 (plate, shield)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	12 (+1)	20 (+5)	14 (+2)

Saving Throws Con +8, Wis +10, Cha +7
Skills Intimidation +7, Perception +10, Religion +11
Senses passive Perception 20
Languages any two languages
Challenge 13 (10,000 XP) **Proficiency Bonus** +5

Aura of Dread. A creature hostile to the dread lord that starts its turn within 20 feet of the dread lord must succeed on a DC 18 Wisdom saving throw, unless the dread lord is incapacitated. On a failed save, the target is frightened until the start of its next turn. While frightened in this way, the target can't perform any actions except move up to half its speed. If a creature's saving throw is successful, the creature is immune to the dread lord's Aura of Dread for the next 24 hours.

Legendary Resistance (3/Day). If the dread lord fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The dread lord makes two Morningstar attacks or uses Dire Bolt twice.

Morningstar. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 13 (3d8) psychic damage and the target must succeed on a DC 18 Wisdom saving throw or become frightened until the end of its next turn.

Dire Bolt. *Ranged Spell Attack:* +10 to hit, range 60 ft., one creature. *Hit:* 18 (3d6 + 5) psychic damage and the target must succeed on a DC 18 Wisdom saving throw or become frightened until the end of the dread lord's next turn.

Dreadful Word (Recharge 5–6). The dread lord utters a terrifying word of power. Each creature of the dread lord's choice within 30 feet of it must succeed on a DC 18 Wisdom saving throw. On a failed save, a creature takes 28 (8d6) psychic damage and is frightened for 1 minute. If the target is already frightened, it becomes paralyzed while frightened. On a successful save, the target takes half as much damage and isn't frightened. The target can make a DC 18 Wisdom saving throw at the end of each of its turns, ending the effect on itself with a success.

Spellcasting. The dread lord casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 18, +10 to hit with spell attacks):

At will: *guidance, mending, thaumaturgy, toll the dead* (4d8 or 4d12)
2/day each: *command, hold person, spirit guardians*
1/day each: *antimagic field, banishment, flame strike, gate, harm*

Legendary Actions

The dread lord can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dread lord regains spent legendary actions at the start of its turn.

Attack. The dread lord makes a Morningstar attack or uses Dire Bolt.
Move. The dread lord moves up to half its speed.
Cast a Spell (Costs 2 Actions). The dread lord uses Spellcasting.

Divine Trickster

Medium Humanoid, Any Non-Lawful Alignment

Armor Class 15 (studded leather)
Hit Points 77 (14d8 + 14)
Speed 30 ft., burrow 5 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	12 (+1)	17 (+3)	14 (+2)

Saving Throws Dex +6, Wis +6, Cha +5
Skills Deception +6, Religion +7, Stealth +6
Senses passive Perception 13
Languages any two languages
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Sneak Attack (1/Turn). The divine trickster deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the divine trickster that isn't incapacitated and the divine trickster doesn't have disadvantage on the attack roll.

Actions

Rapier. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 3) piercing damage plus 14 (4d6) poison damage.

Befuddling Bolt. *Ranged Spell Attack:* +6 to hit, range 60 ft., one creature. *Hit:* 13 (3d6 + 3) psychic damage and the target has disadvantage to Intelligence, Wisdom, and Charisma saving throws and can't use reactions until the end of the divine trickster's next turn.

Spellcasting. The divine trickster casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *mending, minor illusion, thaumaturgy*
2/day each: *charm person, disguise self, mirror image*
1/day each: *blink, dimension door, feign death, polymorph*

Bonus Actions

Cunning Action. The divine trickster performs the Dash, Disengage, or Hide action.

Reactions

Misty Escape (Recharges after a Short or Long Rest). In response to taking damage, the divine trickster turns invisible and teleports up to 60 feet to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks, makes a damage roll, or casts a spell.

Dreadmaster

Dreadmasters are blackguards serving the god Bane. They often lead Zhentarim troops and the Church of Bane into battle.

Dread Companion. Dreadmasters always have a special beast or monstrous companion known as a dread beast that has absolute loyalty to its dreadmaster. Typical dread beasts are displacer beasts, hell hounds, and nightmares.

Dreadmaster

Medium Humanoid, Typically Lawful Evil

Armor Class 19 (splint, shield)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	10 (+0)	12 (+1)	16 (+3)

Saving Throws Str +8, Con +7, Wis +5, Cha +7
Skills Intimidation +7, Perception +5, Religion +4
Senses passive Perception 15
Languages any one language (usually Common)
Challenge 10 (5,900 XP) **Proficiency Bonus** +4

Aura of Dread. An enemy creature that starts its turn within 20 feet of the dreadmaster must succeed on a DC 15 Wisdom saving throw, unless the dreadmaster is incapacitated. On a failed save, the target is frightened until the start of its next turn. While frightened in this way, the target can't perform any actions except move up to half its speed. If a creature's saving throw is successful, the creature is immune to the dreadmaster's Aura of Dread for the next 24 hours.

Actions

Multiattack. The dreadmaster makes two melee attacks or two ranged attacks. It can use Command Ally in place of one weapon attack.

Longsword. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 9 (2d8) psychic damage and the target has disadvantage to Wisdom saving throws until the end of the dreadmaster's next turn.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 4 (1d8) piercing damage.

Command Ally. The dreadmaster targets an ally it can see within 30 feet that can see and hear the dreadmaster. The target uses its reaction to move up to half its speed and make one melee attack.

Spellcasting. The dreadmaster casts one of the following spells using Charisma as the spellcasting ability (spell save DC 15):
2/day each: *bane, command, hold person*
1/day each: *crusader's mantle, dimension door, haste*

Dreadmaster's Presence (1/Day). Each ally within 30 feet of the dreadmaster, can see the dreadmaster, and not already affected by Dreadmaster's Presence gain advantage on attack rolls until the start of the dreadmaster's next turn. Each creature of the dreadmaster's choice that it can see within 30 feet of it and not already affected by Dreadmaster's Presence become frightened until the start of the dreadmaster's next turn.

Foe Hunter

Medium Humanoid, Any Alignment

Armor Class 16 (studded leather)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Strength +3, Dex +6, Wis +4
Skills Perception +4, Survival +4, Stealth +6
Senses passive Perception 14
Languages any one language (usually Common)
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Slay Foe (1/Turn). The foe hunter deals an extra 9 (2d8) damage with its weapon attack if it hits a creature that doesn't have all its hit points. If the creature's hit points drop to 0, the foe hunter can choose to knock the creature unconscious instead of leaving it dying.

Actions

Multiattack. The foe hunter makes two melee attacks or two ranged attacks.

Rapier. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage.

Bonus Actions

Ensnaring Strike (1/Day). The foe hunter casts *ensnaring strike* using Wisdom as the spellcasting ability.

Hunter's Mark (1/Day). The foe hunter casts *hunter's mark* using Wisdom as the spellcasting ability.

Stealthy. The foe hunter takes the Hide action.

Frostpriest of Auril

Frostpriests are divine spellcasters who worship Auril the Frostmaiden, the Goddess of Winter. A chilling aura emanates from them, and frost appears on the ground's surface where they tread. They either live alone as hermits or with Auril followers or cold-type creatures such as yeti and frost giants.

Frostpriest of Auril

Medium Humanoid, Any Non-Good Alignment

Armor Class 15 (breastplate)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	17 (+3)	10 (+0)

Saving Throws Con +5, Wis +6, Cha +3
Skills Perception +6, Religion +6, Survival +6
Damage Resistances cold
Senses passive Perception 16
Languages any one language (usually Common)
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Actions

Multiattack. The frostpriest makes two War Pick attacks.

War Pick. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 9 (2d8) cold damage.

Spellcasting. The frostpriest casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *mending, resistance, thaumaturgy*
2/day each: *armor of Agathys, Snilloc's snowball swarm, sleet storm*
1/day each: *banishment, cone of cold, control water, ice storm*

Frostburst (Recharge 4-6). Freezing, icy shards explode in a 10-foot-radius sphere centered on a point within 120 feet of the frostpriest. Each creature in that area must make a DC 14 Constitution saving throw. On a failed save, a creature takes 11 (2d10) cold damage and 5 (1d10) piercing damage, has its speed is reduced by 10 feet and it can't use reactions until the end of its next turn. On a successful save, a creature takes half as much damage with no additional effects.

Auril's Embrace (1/Day). Each creature within 30 feet of the frostpriest must make a DC 14 Constitution saving throw. On a failed save, a creature takes 31 (7d8) cold damage and is hindered by ice formations for 1 minute, or until it or another creature within reach of it uses an action to break away the ice. A creature hindered by ice has its speed reduced to 0. On a successful save, a creature takes half as much damage and isn't hindered by ice.

Hexblade

Medium Humanoid, Any Alignment

Armor Class 18 (scale mail, shield)
Hit Points 71 (11d8 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	12 (+1)	11 (+0)	16 (+3)

Saving Throws Con +5, Wis +3, Cha +6
Skills Arcana +4, Deception +6, Intimidation +6
Senses darkvision 60 ft., passive Perception 10
Languages any two languages
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Actions

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Spellcasting. The hexblade casts one of the following spells using Charisma as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *eldritch blast* (3 beams), *mage hand, minor illusion*
3/day (as 5th-level spells): *cone of cold, dimension door, dispel magic*
1/day: *circle of death*

Bonus Actions

Hexblade's Curse (Recharges after a Short or Long Rest). The hexblade targets a creature it can see within 30 feet of it. The target is cursed for 1 minute. The curse ends early if the target dies, the hexblade dies, or it is incapacitated. Until the curse ends, the hexblade gains the following benefits:

- It deals an extra 3 damage on damage rolls against the cursed target.
- Any attack roll it makes against the cursed target is a critical hit on a roll of 19 or 20 on the d20.
- If the cursed target dies, the hexblade regains 14 hit points.

Reactions

Armor of Hexes. When hit by an attack roll by a creature cursed by the hexblade's Hexblade's Curse, roll a d6. On a roll of 4 or higher, the attack instead misses the hexblade, regardless of its roll.

Hex Knight

Medium Humanoid, Any Alignment

Armor Class 19 (half plate, shield)
Hit Points 180 (24d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	12 (+1)	12 (+1)	20 (+5)

Saving Throws Con +8, Wis +6, Cha +10
Skills Arcana +6, Deception +10, Intimidation +10
Senses darkvision 60 ft., passive Perception 11
Languages any two languages
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Legendary Resistance (3/Day). If the hex knight fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The hex knight makes two melee attacks.

Scimitar. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage plus 14 (4d6) necrotic damage and the target has disadvantage to its attack rolls and saving throws until the end of the hex knight's next turn.

Spellcasting. The hex knight casts one of the following spells using Charisma as the spellcasting ability (spell save DC 18, +10 to hit with spell attacks):

At will: *eldritch blast* (4 beams), *mage hand, minor illusion*
3/day (as 5th-level spells): *blink, cone of cold, dimension door, dispel magic*
1/day each: *circle of death, forcecage, maddening darkness*

Bonus Actions

Hexblade's Curse (Recharges after a Short or Long Rest). As a bonus action, the hex knight targets a creature it can see within 30 feet of it. The target is cursed for 1 minute. The curse ends early if the target dies, the hex knight dies, or it is incapacitated. Until the curse ends, the hex knight gains the following benefits:

- It deals an extra 5 damage on damage rolls against the cursed target.
- Any attack roll it makes against the cursed target is a critical hit on a roll of 19 or 20 on the d20.
- If the cursed target dies, the hex knight regains 20 hit points.

Legendary Actions

The hex knight can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hex knight regains spent legendary actions at the start of its turn.

Attack. The hex knight makes a weapon attack.
Move. The hex knight moves up to half its speed.
Cast a Spell (Costs 3 Actions). The hex knight uses Spellcasting.

Reactions

Armor of Hexes. When hit by an attack roll by a creature cursed by the hex knight's Hexblade's Curse, roll a d6. On a roll of 4 or higher, the attack instead misses the hex knight, regardless of its roll.

High Inquisitor

Medium Humanoid, Any Lawful Alignment

Armor Class 20 (plate, shield)
Hit Points 165 (22d8 + 66)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	16 (+3)	10 (+0)	12 (+1)	16 (+3)

Saving Throws Con +8, Wis +6, Cha +8
Skills Intimidation +8, Perception +6, Religion +10
Senses passive Perception 16
Languages any one language (usually Common)
Challenge 15 (13,000 XP) **Proficiency Bonus** +5

Aura of Judgment. A creature hostile to the high inquisitor that is within 15 feet of the high inquisitor has disadvantage on saving throws against being frightened, provided that the high inquisitor isn't incapacitated.

Legendary Resistance (3/Day). If the high inquisitor fails a saving throw, it can choose to succeed instead.

Actions

Multiattack. The high inquisitor makes three melee attacks. It can use Glare of Reckoning in place of one melee attack.

Flail. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage plus 9 (2d8) necrotic or radiant damage, and the target must succeed in a DC 16 Wisdom saving throw or become frightened until the end of the high inquisitor's next turn.

Glare of Reckoning. The high inquisitor targets one frightened creature it can see within 30 feet of it. The target must make a DC 16 Wisdom saving throw. On a failure, the target takes 13 (3d8) psychic damage and is paralyzed until the high inquisitor deals damage to it, or until the end of the high inquisitor's next turn.

Spellcasting. The high inquisitor casts one of the following spells using Charisma as the spellcasting ability (spell save DC 16):

2/day each: *command, dispel magic, hold person, fear*
1/day each: *banishment, destructive wave*

Legendary Actions

The high inquisitor can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The high inquisitor regains spent legendary actions at the start of its turn.

Flail. The high inquisitor makes a Flail attack.
Glare. The high inquisitor uses its Glare of Reckoning.
Cast a Spell (Costs 2 Actions). The high inquisitor uses Spellcasting.

Inquisitor

Medium Humanoid, Any Lawful Alignment

Armor Class 19 (splint, shield)
Hit Points 75 (10d8 + 30)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Con +6, Wis +4, Cha +5
Skills Intimidation +5, Perception +4, Religion +6
Senses passive Perception 14
Languages any one language (usually Common)
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Aura of Judgment. A creature hostile to the inquisitor that is within 10 feet of the inquisitor has disadvantage on saving throws against being frightened, provided that the inquisitor isn't incapacitated.

Actions

Multiattack. The inquisitor makes two melee attacks.

Flail. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 4 (1d8) necrotic or radiant damage, and the target must succeed in a DC 13 Wisdom saving throw or become frightened until the end of the inquisitor's next turn.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 30/120 ft., one target. *Hit:* 4 (1d10 - 1) piercing damage.

Spellcasting. The inquisitor casts one of the following spells using Charisma as the spellcasting ability (spell save DC 13):

1/day each: *bane, command, dispel magic, fear, hold person*

Marshal

Medium Humanoid, Any Alignment

Armor Class 18 (breastplate, shield)
Hit Points 78 (12d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	12 (+1)	12 (+1)	16 (+3)

Saving Throws Str +6, Con +5, Wis +4
Skills Perception +4
Senses passive Perception 14
Languages any two languages
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Marshal Allies. Unless the marshal is incapacitated, it and creatures of its choice within 30 feet of it have advantage on saving throws against being frightened.

Actions

Multiattack. The marshal makes three melee attacks or three ranged attacks. It can use its Command or Maneuver Allies in place of one attack.

Longsword. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage.

Command. The marshal targets one ally it can see within 30 feet of it. If the target can see and hear the marshal, the target can use its reaction to make one weapon attack.

Maneuver Allies (Recharge 5–6). Up to four allies within 60 feet of the marshal that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Rallying Cry (1/Day). Each creature of the marshal's choice that is within 30 feet of it, can hear it, and not already affected by Rallying Cry gain advantage on attack rolls and saving throws until the start of the marshal's next turn. The marshal can then make one attack as a bonus action.

Reactions

Directed Strike (3/Day). When a creature the marshal can see within 30 feet of it makes an attack roll, and the creature can hear the marshal, the marshal grants advantage to that roll.

Sergeant

Medium Humanoid, Any Alignment

Armor Class 16 (scale mail, shield)
Hit Points 19 (3d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	10 (+0)	10 (+0)	12 (+1)

Skills Perception +2
Senses passive Perception 12
Languages any one language (usually Common)
Challenge 1 (200 XP) **Proficiency Bonus** +2

Actions

Longsword. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +2 to hit, range 150/600 ft., one creature. *Hit:* 4 (1d8) piercing damage.

Command. The sergeant targets one ally it can see within 30 feet of it. If the target can see and hear the sergeant, the target can use its reaction to make one weapon attack.

Maneuver Allies (Recharge 5–6). Up to four allies within 60 feet of the sergeant that can hear it can each use their reaction to move up to half their speed without provoking opportunity attacks.

Shadow Fist Initiate

Medium Humanoid, Any Non-Good Alignment

Armor Class 15
Hit Points 45 (7d8 + 14)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	11 (+0)	14 (+2)	11 (+0)

Saving Throws Dex +5, Con +4, Wis +4
Skills Perception +4, Stealth +7
Senses passive Perception 14
Languages any one language (usually Common)
Challenge 3 (700 XP) **Proficiency Bonus** +2

Unarmored Defense. While the shadow fist is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Sneak Attack (1/Turn). The shadow fist deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the shadow fist that isn't incapacitated and the shadow fist doesn't have disadvantage on the attack roll.

Stunning Strike (3/Day). Once per turn, when the shadow fist hits a creature with an Unarmed Strike attack, it can force the creature to make a DC 12 Constitution saving throw or be stunned until the end of the creature's next turn.

Actions

Multiattack. The shadow fist makes three attacks: one with its Shortsword and two of which can be an Unarmed Strike or a Dart attack.

Shortsword. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 3 (1d6) poison damage.

Unarmed Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Dart. *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 3 (1d6) poison damage.

Spellcasting. The shadow fist casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability:

1/day each: *darkness, darkvision, pass without trace, silence*

Bonus Actions

Cunning Action. The shadow fist takes the Dash, Disengage, or Hide action.

Shadow Step. While in dim light or darkness, the shadow fist teleports up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

Shadow Fist

The shadow fist is a monastic organization of pragmatic monk assassins that follow the Way of Shadow. Though not inherently evil, they often clash with lawful organizations and adventuring parties.

Shadow Fist Assassin

Medium Humanoid, Any Non-Good Alignment

Armor Class 17
Hit Points 84 (13d8 + 26)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	14 (+2)	11 (+0)	16 (+3)	12 (+1)

Saving Throws Str +5, Dex +8, Con +6, Wis +7
Skills Perception +7, Stealth +12
Senses passive Perception 17
Languages any one language (usually Common)
Challenge 12 (8,400 XP) **Proficiency Bonus** +4

Assassinate. During its first turn, the shadow fist has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the shadow fist scores against a surprised creature is a critical hit.

Evasion. If the shadow fist is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the shadow fist instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Unarmored Defense. While the shadow fist is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Sneak Attack (1/Turn). The shadow fist deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the shadow fist that isn't incapacitated and the shadow fist doesn't have disadvantage on the attack roll.

Stunning Strike (4/Day). Once per turn, when the shadow fist hits a creature with an Unarmed Strike attack, it can force the creature to make a DC 15 Constitution saving throw or be stunned until the end of the creature's next turn.

Actions

Multiattack. The shadow fist makes three attacks: one with its Shortsword and two of which can be an Unarmed Strike or a Dart attack.

Shortsword. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Unarmed Strike. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

Dart. *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 7 (2d6) poison damage.

Spellcasting. The shadow fist casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability:

1/day each: *darkness, darkvision, pass without trace, silence*

Bonus Actions

Cunning Action. The shadow fist takes the Dash, Disengage, or Hide action.

Shadow Step. While in dim light or darkness, the shadow fist teleports up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

Shadow Fist Master

Medium Humanoid, Any Non-Good Alignment

Armor Class 19
Hit Points 150 (20d8 + 60)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	16 (+3)	12 (+1)	18 (+4)	14 (+2)

Saving Throws Str +7, Dex +11, Con +9, Wis +10
Skills Perception +10, Stealth +17
Senses passive Perception 20
Languages any two languages
Challenge 17 (18,000 XP) **Proficiency Bonus** +6

Assassinate. During its first turn, the shadow fist has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the shadow fist scores against a surprised creature is a critical hit.

Evasion. If the shadow fist is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the shadow fist instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Unarmored Defense. While the shadow fist is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

Sneak Attack (1/Turn). The shadow fist deals an extra 17 (5d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the shadow fist that isn't incapacitated and the shadow fist doesn't have disadvantage on the attack roll.

Stunning Strike (7/Day). Once per turn, when the shadow fist hits a creature with an Unarmed Strike attack, it can force the creature to make a DC 17 Constitution saving throw or be stunned until the end of the creature's next turn.

Actions

Multiattack. The shadow fist makes four attacks: one with its Shortsword and three of which can be an Unarmed Strike or a Dart attack.

Shortsword. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage, and the target must succeed on a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Unarmed Strike. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

Dart. *Ranged Weapon Attack:* +11 to hit, range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage plus 10 (3d6) poison damage.

Spellcasting. The shadow fist casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability:

1/day each: *darkness, darkvision, pass without trace, silence*

Bonus Actions

Cunning Action. The shadow fist takes the Dash, Disengage, or Hide action.

Shadow Step. While in dim light or darkness, the shadow fist teleports up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee attack it makes before the end of the turn.

Reactions

Uncanny Dodge. The shadow fist halves the damage that it takes from an attack that hits it. The shadow fist must be able to see the attacker.

Skald

A skald is a bardic warrior who recites poetry and sings ballads about heroes and their deeds. In combat, it regales its allies with inspiring words and lyrics while distracting and taunting its foes with sharp jests and vulgar profanities. It also uses deliberate, reckless tactics and magic to confuse its opponents.

Skald

Medium Humanoid, Any Non-Lawful Alignment

Armor Class 15 (studded leather)
Hit Points 97 (15d8 +30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	17 (+3)

Saving Throws Dex +6, Wis +5, Cha +6
Skills Deception +9, Perception +5, Performance +9, Stealth +6
Senses passive Perception 15
Languages any one language (usually Common)
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Reckless. At the start of its turn, the skald can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The skald makes two rapier attacks or it uses Bewildering Word twice.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Bewildering Word. The skald utters a magical bewilderment, targeting one creature it can see within 60 feet of it. The target must succeed on a DC 14 Wisdom saving throw or take 9 (2d8) psychic damage and have disadvantage on attack rolls until the end of the skald's next turn.

Spellcasting. The skald casts one of the following spells using Charisma as the spellcasting ability (spell save DC 14):

At will: *dancing lights, mage hand, minor illusion*
2/day each: *blur, dissonant whispers, fear*
1/day each: *confusion, mass cure wounds*

Bonus Actions

Inspiring Strike (1/Day). When the skald hits a creature with a weapon attack, the skald targets up to three visible allies within 30 feet of it. If the target can see and hear the skald, the target can use its reaction to move up to half its speed and to make one weapon attack.

Reactions

Distracting Taunt (3/Day). The skald magically imposes disadvantage to a creature's attack roll, ability check, or saving throw. To do so, the creature must be within 30 feet of the skald and must be visible and be able to hear to the skald.

Skirmisher

Medium Humanoid, Any Alignment

Armor Class 15 (studded leather)
Hit Points 16 (3d8 + 3)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +5
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 1 (200 XP) **Proficiency Bonus** +2

Skirmish Advantage. Once per turn, the skirmisher gains advantage on its attack roll when it makes a weapon attack while occupying a space at least 15 feet away from where it started its turn.

Actions

Shortsword. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

Bonus Actions

Lightfooted. The skirmisher takes the Dash or Disengage action.

Reactions

Skirmisher. When an enemy the skirmisher can see ends its turn within 5 feet of it, the skirmisher can move up to half its speed. This movement doesn't provoke opportunity attacks.

Skirmisher Elite

Medium Humanoid, Any Alignment

Armor Class 16 (studded leather)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +6
Senses passive Perception 13
Languages any one language (usually Common)
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Skirmish Advantage. Once per turn, the skirmisher gains advantage on its attack roll when it makes a weapon attack while occupying a space at least 15 feet away from where it started its turn.

Sneak Attack (1/Turn). The skirmisher deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the skirmisher that isn't incapacitated and the skirmisher doesn't have disadvantage on the attack roll.

Actions

Multiattack. The skald makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage.

Bonus Actions

Lightfooted. The skirmisher takes the Dash or Disengage action.

Reactions

Skirmisher. When an enemy the skirmisher can see ends its turn within 5 feet of it, the skirmisher can move up to half its speed. This movement doesn't provoke opportunity attacks.

Storm Priest

Medium Humanoid, Any Chaotic Alignment

Armor Class 15 (breastplate)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (+0)	17 (+3)	10 (+0)

Saving Throws Con +4, Wis +5, Cha +2
Skills Perception +5, Religion +4, Survival +5
Senses passive Perception 15
Languages any one language (usually Common)
Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Actions

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage if used with two hands to make a melee attack, plus 10 (3d6) thunder damage.

Storm Bolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. *Hit:* 16 (3d8 + 3) lightning or thunder (storm priest's choice) damage.

Spellcasting. The storm priest casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *mending, resistance, thaumaturgy*
2/day each: *call lightning, gust of wind, thunderwave*
1/day each: *banishment, control water, control winds, ice storm*

Reactions

Wrath of the Storm (3/Day). When a creature within 5 feet of the storm priest hits the storm priest with an attack, and the storm priest can see the creature, the storm priest can magically force the creature to make a DC 13 Dexterity saving throw. The creature takes 9 (2d8) lightning or thunder damage on a failed save, and half as much damage on a successful one.

Storm Shaman

Medium Humanoid, Any Chaotic Alignment

Armor Class 14 (studded leather)
Hit Points 97 (13d8 + 39)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	16 (+3)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Con +6, Wis +6, Cha +3
Skills Nature +3, Perception +6, Survival +6
Senses passive Perception 16
Languages any one language (usually Common)
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Actions

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack, plus 4 (1d8) lightning damage.

Storm Bolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 16 (3d8 + 3) lightning or thunder (storm shaman's choice) damage.

Spellcasting. The storm shaman casts one of the following spells using Wisdom as the spellcasting ability (spell save DC 14):

At will: *druidcraft, resistance, shape water*
2/day each: *call lightning, thunderwave, warding wind*
1/day each: *control water, summon elemental, tidal wave, wind wall*

Shock Sphere (Recharge 5–6). The storm shaman magically electrifies a 20-foot-radius sphere it can see within 120 feet of it. Each creature in the sphere must succeed on a DC 14 Constitution saving throw, taking 27 (6d8) lightning damage on a failed save, or half as much damage on a successful one. If a creature fails its saving throw by 5 or more, it is also incapacitated until the end of the storm shaman's next turn.

Storm Sorcerer

Medium Humanoid, Any Alignment

Armor Class 13 (16 with *mage armor*)
Hit Points 77 (14d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	10 (+0)	12 (+1)	18 (+4)

Skills Arcana +3, Perception +4
Damage Resistances lightning, thunder
Senses passive Perception 14
Languages any one language (usually Common)
Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Heart of the Storm. Whenever the storm sorcerer casts a spell other than a cantrip that deals lightning or thunder damage, a stormy aura surrounds it. In addition to the spell's effects, creatures of its choice within 10 feet of it take 5 lightning or thunder damage (storm sorcerer' choice).

Sorcery Points. The storm sorcerer has 12 sorcery points. It can spend 1 or more sorcery points to gain one of the following benefits:

Heightened Spell: When the storm sorcerer casts a spell that forces a creature to make a saving throw to resist the spell's effects, it can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw against the spell.

Quickened Spell: When the storm sorcerer casts a spell that has a casting time of 1 action, it can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.

Actions

Multiattack. The storm sorcerer makes two Storm Strike attacks.

Storm Strike. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 60 ft., one target. *Hit:* 10 (3d6) lightning or thunder damage (the storm sorcerer's choice).

Forked Lightning (Recharge 5–6). The storm sorcerer unleashes arcs of magical lightning at up to three creatures it can see within 60 feet of itself. Each target must make a DC 15 Dexterity saving throw, taking 17 (5d6) lightning damage on a failed save, or half as much damage on a successful one.

Spellcasting. The storm sorcerer casts one of the following spells using Charisma as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *dancing lights, mage hand, gust, light*
2/day each: *lightning bolt, shatter, thunderwave*
1/day each: *chain lightning, control winds, ice storm*

Appendix C: Creatures by Challenge Rating

1/8

Decrepit Skeleton, 247
Ghastly Claw, 52

1/4

Ankheg Broodling, 18
Giant Army Ant, 295
Goblin Skeleton, 252
Grick Hatchling, 141
Shadow Stirge, 261
Wolf Skeleton, 254

1/2

Animated Wood Statue, 16
Bullywug Swampstalker, 37
Burning Skeleton, 246
Dire Rat, 295
Feral Zombie, 293
Giant Assassin Bug, 295
Gnoll Skeleton, 252
Goblin Bodyguard, 131
Goblin Skirmisher, 133
Grimlock Footpad, 144
Hobgoblin Skeleton, 252
Kobold Skirmisher, 166
Kuo-toa Harpooner, 169
Lacedon, 116
Lizardfolk Skeleton, 253
Orc Archer, 213
Orc Skeleton, 253
Skeleton Warrior, 248
Skum Minion, 11

1

Aarakocra Scout, 6
Baneguard Skeleton, 246
Bugbear Skeleton, 251
Giant Leech, 296
Giant Robber Fly, 297
Giant Tiger Beetle, 298
Goblin Blackblade, 131
Goblin Cutthroat, 132
Goblin Witch Doctor, 133
Grimlock Cavestalker, 143
Hobgoblin Scout, 155
Jackalwere Thug, 163
Kenku Eagle Claw, 165
Kenku Sneak, 165
Lizardfolk Berserker, 175
Lizardfolk Swampstalker, 178
Merfolk Scout, 187
Myconid Devoted, 197
Myconid Guard, 197
Orc Brigand, 214
Orc Scout, 215
Orc War Drummer, 215
Pixie Court Trickster, 222
Sahuagin Harpooner, 236
Sergeant, 313
Skeleton Captain, 248
Skirmisher, 315
Spore Zombie, 293
Troglodyte Hunter, 268
Zuggtmoy-Touched Shrieker, 103

2

Air Elemental, Medium, 93
Animated Stone Statue, 15
Blackscale Bruiser, 175
Bodyguard, 305
Bounty Hunter, 306
Bugbear Footpad, 34
Bullywug Brute, 36
Captain, 306
Dark Whisperer, 307
Direguard Skeleton, 247
Drow Skirmisher, 88
Earth Elemental, Medium, 94
Fire Elemental, Medium, 95
Forest Troll, 270
Giant Bullfrog, 296
Giant Caecilia, 296
Giant Praying Mantis, 297
Giant Wolverine, 299
Goblin Alchemist, 130
Goblin Shaman, 132
Gray Ooze, Monstrous, 212
Grimlock Brute, 143
Half-Black Dragon Bagaceratops, 148
Hippogriff Alpha, 154
Hobgoblin Veteran, 157
Jackalwere Deceiver, 163
Kenku Gang Boss, 164
Kobold Sneak, 167
Kobold Wyrmpriest, 167
Kuo-toa Monitor, 170
Large Animated Wood Statue, 16
Megaraptor Skeleton, 254
Merfolk Shaman, 187
Mindmantle, 55
Ogre Skeleton, 253
Orc Berserker, 213
Orc Raider, 214
Sahuagin Hunter, 237
Sahuagin Reaver, 237
Sprite Warden of the Grove, 260
Thri-kreen Psi-Warrior, 264
Troglodyte Brute, 267
Troglodyte Shaman, 268
Violet Fungus, Giant, 103
Water Elemental, Medium, 96
Worg Alpha, 303

3

Aarakocra Brave, 6
Adept of Orcus, 115
Animated Iron Statue, 15
Ankheg Soldier, 18
Bugbear Marauder, 34
Bullywug Witch Doctor, 37
Cave Bear, 294
Cyclopskin, 54
Dire Rust Monster, 234
Drow Sergeant, 88
Duergar Captain, 90
Duergar Priest, 91
Ettercap Skulker, 98
Ettin Skeleton, 251
Giant Slug, 297
Giant Spitting Cobra, 298
Giant Tarantula, 298
Giant Velvet Worm, 299
Gnoll Huntmaster, 128
Gnoll Witch Doctor, 129
Griffon Alpha, 142
Grimlock Shaman, 144
Half-Green Dragon Megaraptor, 148
Half-Red Dragon Allosaurus, 149
Jackalwere Beguiler, 162
Kuo-toa Exalted Whip, 169
Lizardfolk Witch Doctor, 178
Merfolk Priest, 187
Ogre Bruiser, 203
Ogre Skirmisher, 204
Orc Witchblade, 216
Orc Wolf Shaman, 216
Phantom Fungus, 102
Purple Worm Hatchling, 223
Quaggoth Thonot, 224
Sahuagin Sea Witch, 238
Salamander Flamebrother, 240
Satyr Trickster, 241
Shadow Fist Initiate, 313
Skeleton Knight, 248
Skum Beast, 11
Spined Devil Crippler, 74
Sprite Keeper of the Grove, 260
Swarm of Crawling Claws, 52
Swarm of Stirges, 261
Thri-kreen Sandstalker, 264
War Hippogriff, 154
Wererat Thug, 182

4

Agarat, 115
Arcane Guard, 304
Azer Zealot, 20
Bodyguard, Elite, 305
Bugbear Bruiser, 33
Bugbear Priest of Hruggek, 34
Bullywug Chieftain, 36
Centaur Skirmisher, 42
Dragonblood Lizardfolk Sorcerer of Tiamat, 177
Dragonwrought Sorcerer, 166
Eldritch Scarecrow, 242
Feral Wight, 282
Foe Hunter, 309
Gnoll Shaman of Yeenoghu, 129
Goblin Chieftain, 131
Great Horned Owlbear, 220
Griffon of Xvim, 142
Grimlock Chieftain, 144
Harpy Witch, 150
Hill Giant Skeleton, 252
Hobgoblin War Priest, 157
Kenku Godfather, 165
Large Animated Stone Statue, 16
Manticore Stalker, 184
Margoyle, 105
Minotaur Warrior, 194
Monstrous Centipede, 300
Monstrous Spider, 301
Ochre Jelly, Monstrous, 212
Ogre Earth Shaman, 204
Ogre Warhulk, 205
Orc Sorcerer, 215
Peryton Alpha, 221
Pixie Queen, 222
Sahuagin Storm Sorcerer, 238
Satyr Beguiler, 241
Shadow, Greater, 243
Skirmisher Elite, 316
Skullcrusher Ogre, 205
Spined Devil Scout, 74
Storm Priest, 316
Troglodyte Chieftain, 268
Wererat Captain, 181
Wight Captain, 280
Yeti Snowstalker, 290

5

Aarakocra Talon of Syranita, 6
Azer Taskmaster, 20
Bearded Devil Enforcer, 68
Blight Druid, 305
Bounty Hunter, Elite, 306
Centaur Shaman, 42
Dire Peryton, 221
Dire Werewolf, 180
Divine Trickster, 308
Doppelganger Warlock, 78
Dragon Skeleton, Young, 250
Dread Specter, 257
Dread Unicorn, 274
Drow Arcane Guard, 86
Duergar Champion, 91
Ettercap Cavestalker, 97
Frostpriest of Auril, 310
Gelatinous Cube, Monstrous, 211
Ghost Knight, 113
Gnoll Matriarch, 128
Greater Will-o'-Wisp, 284
Grell Philosopher, 140
Grick Queen, 141
Hieracosphinx, 259
Hobgoblin Dreadmaster, 155
Hook Horror Alpha, 158
Inquisitor, 312
Large Animated Iron Statue, 16
Lizardfolk Champion of Sess'innek, 176
Manticore Skirmisher, 184
Marshal, 312
Merrow Shaman, 188
Mimic, Greater, 189
Minotaur Berserker, 193
Monstrous Poisonous Snake, 300
Nessian Warhound, 152
Nothic Mindblight, 202
Ogre Champion of Vaprak, 203
Ogre Mummy, 196
Orc Champion of Gruumsh, 214
Phantom Fungus, Giant, 102
Quaggoth Alpha, 224
Sahuagin High Priestess, 236
Skald, 315
Storm Shaman, 317
Sword Spider, 302
Tyrannosaurus Skeleton, 254
Violet Fungus, Monstrous, 103
Winterclaw Owlbear, 220
Yeti Shaman, 290
Young Roc, 231
Yuan-ti Malison Junglestalker, 292

6

Ankhimera, 44
Barlgura Abductor, 59
Behir, Young, 25
Bugbear Champion of Hruggek, 33
Cyclops Warlock of the Fey, 54
Dire Bear, 294
Dire Wereboar, 179
Displacer Beast Stalker, 76
Doppelganger Dark Whisperer, 78
Dryad Witch of the Fey, 89
Ettin Bruiser, 99
Fen Hydra, 159
Ghost Necromancer, 114
Gibbering Horror, 127

Hatori, 300
Hill Giant Berserker, 124
Ironfeather Owlbear, 220
Kuo-toa Grand Monitor, 170
Minotaur Earth Shaman, 194
Monstrous Water Weird, 279
Remorhaz, Young, 229
Salamander Captain, 239
Skeleton Champion, 248
Tiger Umber Hulk, 273
Vampire Spawn Warrior, 278
Wererat Pack Lord, 181
Wight Champion, 281

7

Arcane Knight, 304
Azer Priest of the Flame, 19
Black Pudding, Monstrous, 210
Cave Troll, 269
Centaur Champion, 41
Death Priest, 307
Dire Weretiger, 180
Ettercap Spidermaster, 98
Fire Giant Skeleton, 251
Flameskull, Eldritch, 100
Ghoul Abomination, 116
Greenvise, 139
Hexblade, 310
Hill Giant Witch Doctor, 124
Hobgoblin Talon of Tiamat, 156
Hook Horror Clan Mother, 158
Immolith, 62
Lifeleech Otyugh, 217
Manticore Alpha, 183
Mantimera, 46
Merrow Champion, 188
Minotaur Savage Bull of Baphomet, 193
Monstrous Scorpion, 301
Monstrous Tarantula, 302
Ogre Chieftain, 204
Sahuagin Champion of Sekolah, 235
Skum Hulk, 11
Storm Sorcerer, 317
Succubus Dark Whisperer, 262
Uchuulon, 47
Vampire Spawn Assassin, 277
Wight Hexblade, 281
Winter Wolf Alpha, 303
Yeti Chieftain, 289

8

Ankheg Brood Queen, 18
Banshee, Greater, 21
Barbed Devil Captain, 67
Basilisk, Greater, 23
Chasme Tormentor, 60
Cockatrice, Greater, 50
Criosphinx, 258
Cyclops Berserker, 53
Dire Owlbear, 219
Displacer Beast Pack lord, 76
Dread Wraith, 285
Drider Cavestalker, 84
Drow Dread Fang of Lolth, 87
Enormous Carrion Crawler, 40
Ghost Warlock, 114
Lamia Noble, 171
Margoyle, Greater, 105
Mind Flayer Assassin, 191
Monstrous Squid, 301
Nightmare, Cauchemar, 200
Nothic Eye of Vecna, 201
Oni Night Haunter, 206
Rhinoceros Umber Hulk, 273
Shadow Demon, Greater, 65
Vampire Spawn Sorceress, 278
Vrock Doomsayer, 65
War Troll, 271
Wight Warlock, 282
Young Purple Worm, 223
Zuggtmoy-Touched Shambling Mound, 244

9

Air Elemental, Huge, 93
Bone Naga, Ancient, 198
Cambion Hell Knight, 38
Cambion Trickster, 39
Cambion Warlock, 39
Cryohydra, 159
Dire Werebear, 179
Doppelganger Assassin, 77
Drider Sorcerer, 85
Earth Elemental, Huge, 94
Elder Xorn, 288
Ettin Earth Shaman, 99
Ettin Mummy, 195
Fire Elemental, Huge, 95
Galeb Duhr, Greater, 104
Half-Red Dragon Tyrannosaurus Rex, 149
Harpy Witch Queen, 151
Mind Flayer Warlock, 192
Mind Flayer Wight, 283
Oni Yama-Uba, 209
Salamander Noble, 240
Sea Hag, Elder, 147
Spinosaurus, 75
Water Elemental, Huge, 96
Werewolf Pack Lord, 182

10

Blight, Ancient, 32
Bulette, Greater, 35
Chain Devil Inquisitor, 69
Chuul Juggernaut, 47
Cyclops Storm Sorcerer, 54
Dragon Skeleton, Adult, 249
Dreadmaster, 309
Drider Warlock, 85
Drow Demonbinder, 87
Duergar High Priest, 92
Fell Troll, 270
Flesh Golem Abomination, 135
Frost Giant Skald, 122
Gorgimera, 45
Green Hag, Elder, 145
Hill Giant Mummy, 195
Medusa, Greater, 185
Mimic, Enormous, 190
Mind Flayer Sorcerer, 192
Revenant Avenger, 230
Royal Sorcerer Mummy, 196
Runic Shield Guardian, 245
Shambling Mound, Greater, 244
Shaytan Deva, 13
Stone Giant Earth Shaman, 125
Urophion, 233
Young Adult Black Dragon, 79
Young Adult Green Dragon, 81
Young Adult White Dragon, 83

11

Barlgura Pack Lord, 59
Bone Devil Taskmaster, 68
Cloaker, Shadow, 49
Eye of Flame, 28
Fire Giant Captain, 119
Flameskull, Greater, 100
Fomorian Berserker, 101
Frost Giant Priest of Auril, 122
Frost Giant Wight, 282
Gorgon, Greater, 138
Hill Giant Chieftain, 124
Horrid Umber Hulk, 272
Mosasaurus, 75
Oni Magi, 207
Pyrohydra, 161
Roper, Greater, 232
Treant Keeper of the Grove, 266
Young Adult Blue Dragon, 80
Yuan-ti Abomination Champion, 291

12

Battle Horror, 153
Eye of Frost, 29
Galeb Duhr, Elder, 104
Grell Patriarch, 140
Hezrou Sergeant, 62
Mountain Troll, 271
Neo-Otyugh, 218
Shadow Fist Assassin, 314
Wyvern, Ancient, 287
Young Adult Red Dragon, 82

13

Banshee, Ancient, 22
Blackroot Treant, 265
Clay Golem Mauler, 134
Dao Overlord, 107
Djinni Wind Warden, 109
Dread Lord of Bane, 308
Dread Wraith, Legendary, 286
Efreeti Cinderlord, 111
Fire Giant Forgecaller, 120
Fomorian Shaman, 101
Marid Tidesinger, 111
Mordant Hydra, 161
Night Hag, Elder, 146
White Slaad, 256

14

Aboleth Slime Lord, 10
Frost Giant Jarl, 121
Gulguthydra, 160
Rakshasa Zakya, 228
Yochlol Elder, 66

15

Cloud Giant Sorcerer, 118
Couatl, Greater, 51
Dragon Skeleton, Ancient, 250
Glabrezu Deceiver, 60
Hex Knight, 311
High Inquisitor, 311
Horned Devil Warmaster, 71
Lamia Queen, 172
Rakshasa Naztharune, 227
Spirit Naga, Ancient, 198
Stone Golem Sentinel, 136
Young Kraken, 168

16

Chimera, Ancient, 43
Erinyes Dread Champion, 70
Fire Giant Duke, 120
Medusa, Ancient, 186
Oni Lord, 208
Rakshasa Ak'chazar, 225
Shaytan Planetar, 13

17

Banelich, 173
Cloaker Lord, 48
Elder Orb, 27
Nalfeshnee Captain, 64
Old White Dragon, 83
Shadow Fist Master, 314

18

Cloud Giant Count, 118
Goristro Juggernaut, 61
Ice Devil Overlord, 72
Iron Golem Juggernaut, 137
Marilith General, 63
Old Black Dragon, 79
Remorhaz, Ancient, 229
Storm Giant Stormguard, 126
Vampire Lord (Blackguard), 276

19

Behir, Ancient, 25
Death Knight, Legendary, 57
Guardian Naga, Ancient, 199
Old Green Dragon, 81
Rakshasa Maharajah, 226

20

Black Slaad, 256
Old Blue Dragon, 80
Pactlich, 174

21

Aboleth Overseer, 8
Balor Lord, 58
Dao Great Khan, 107
Djinni Grand Caliph, 108
Efreeti Sultan, 110
Marid Padisha, 112
Old Red Dragon, 82
Shaytan Solar, 14
Ultimate Tyrant, 31

22

Pit Fiend Aristocrat, 73

30

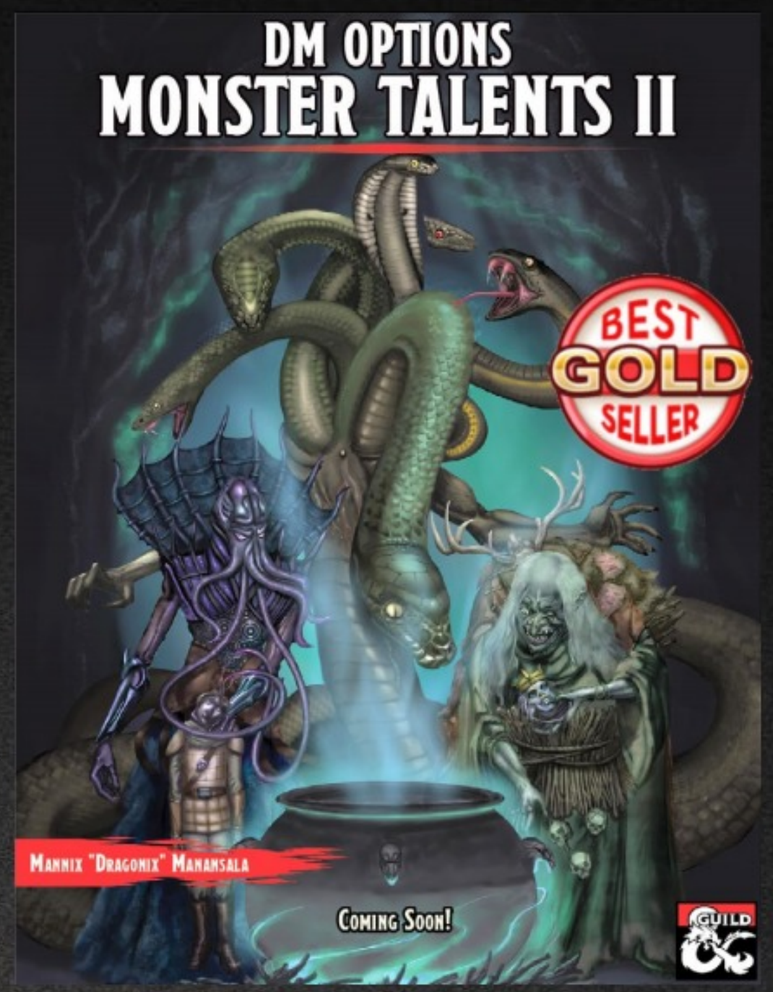
Tarrasque (Variant), 263

Monster Manual Expanded II

Mannix 'Dragonix' Manansala

MONSTER MANUAL EXPANDED III

Mannix 'Dragonix' Manansala



THE TALENTS BUNDLE

25% OFF!

Index

A

Aarakocra Brave, 6
Aarakocra Scout, 6
Aarakocra Talon of Syranita, 6
Aboleth Overseer, 8
Aboleth Slime Lord, 10
Adept of Orcus, 115
Agarat, 115
Air Elemental, Huge, 93
Air Elemental, Medium, 93
Animated Iron Statue, 15
Animated Stone Statue, 15
Animated Wood Statue, 16
Ankheg Brood Queen, 18
Ankheg Broodling, 18
Ankheg Soldier, 18
Ankhimera, 44
Arcane Guard, 304
Arcane Knight, 304
Azer Priest of the Flame, 19
Azer Taskmaster, 20
Azer Zealot, 20

B

Balor Lord, 58
Baneguard Skeleton, 246
Banelich, 173
Banshee, Ancient, 22
Banshee, Greater, 21
Barbed Devil Captain, 67
Barlgura Abductor, 59
Barlgura Pack Lord, 59
Basilisk, Greater, 23
Battle Horror, 153
Bearded Devil Enforcer, 68
Behir, Ancient, 25
Behir, Young, 25
Black Pudding, Monstrous, 210
Black Slaad, 256
Blackroot Treant, 265
Blackscale Bruiser, 175
Blight Druid, 305
Blight, Ancient, 32
Bodyguard, 305
Bodyguard, Elite, 305
Bone Devil Taskmaster, 68
Bone Naga, Ancient, 198
Bounty Hunter, 306
Bounty Hunter, Elite, 306
Bugbear Bruiser, 33
Bugbear Champion of Hruggek, 33
Bugbear Footpad, 34
Bugbear Marauder, 34
Bugbear Priest of Hruggek, 34
Bugbear Skeleton, 251
Bulette, Greater, 35
Bullywug Brute, 36
Bullywug Chieftain, 36
Bullywug Swampstalker, 37
Bullywug Witch Doctor, 37
Burning Skeleton, 246

C

Cambion Hell Knight, 38
Cambion Trickster, 39
Cambion Warlock, 39
Captain, 306
Cave Bear, 294
Cave Troll, 269
Centaur Champion, 41
Centaur Shaman, 42
Centaur Skirmisher, 42
Chain Devil Inquisitor, 69
Chasme Tormentor, 60
Chimera, Ancient, 43
Chuul Juggernaut, 47
Clay Golem Mauler, 134
Cloaker Lord, 48
Cloaker, Shadow, 49
Cloud Giant Count, 118
Cloud Giant Sorcerer, 118
Cockatrice, Greater, 50
Couatl, Greater, 51
Criosphinx, 258
Cryohydra, 159
Cyclops Berserker, 53
Cyclops Storm Sorcerer, 54
Cyclops Warlock of the Fey, 54
Cyclopskin, 54

D

Dao Great Khan, 107
Dao Overlord, 107
Dark Whisperer, 307
Death Knight, Legendary, 57
Death Priest, 307
Decrepit Skeleton, 247
Dire Bear, 294
Dire Owlbear, 219
Dire Peryton, 221
Dire Rat, 295
Dire Rust Monster, 234
Dire Werebear, 179
Dire Wereboar, 179
Dire Weretiger, 180
Dire Werewolf, 180
Direguard Skeleton, 247
Displacer Beast Pack lord, 76
Displacer Beast Stalker, 76
Divine Trickster, 308
Djinni Grand Caliph, 108
Djinni Wind Warden, 109
Doppelganger Assassin, 77
Doppelganger Dark Whisperer, 78
Doppelganger Warlock, 78
Dragon Skeleton, Adult, 249
Dragon Skeleton, Ancient, 250
Dragon Skeleton, Young, 250
Dragonblood Lizardfolk Sorcerer of Tiamat, 177
Dragonwrought Sorcerer, 166
Dread Lord of Bane, 308
Dread Specter, 257
Dread Unicorn, 274
Dread Wraith, 285
Dread Wraith, Legendary, 286
Dreadmaster, 309
Drider Cavestalker, 84
Drider Sorcerer, 85
Drider Warlock, 85
Drow Arcane Guard, 86
Drow Demonbinder, 87
Drow Dread Fang of Lolth, 87
Drow Sergeant, 88
Drow Skirmisher, 88
Dryad Witch of the Fey, 89
Duergar Captain, 90
Duergar Champion, 91
Duergar High Priest, 92
Duergar Priest, 91

E

Earth Elemental, Huge, 94
Earth Elemental, Medium, 94
Efreeti Cinderlord, 111
Efreeti Sultan, 110
Elder Orb, 27
Elder Xorn, 288
Eldritch Scarecrow, 242
Enormous Carrion Crawler, 40
Erinyes Dread Champion, 70
Ettercap Cavestalker, 97
Ettercap Skulker, 98
Ettercap Spidermaster, 98
Ettin Bruiser, 99
Ettin Earth Shaman, 99
Ettin Mummy, 195
Ettin Skeleton, 251
Eye of Flame, 28
Eye of Frost, 29

F

Fell Troll, 270
Fen Hydra, 159
Feral Wight, 282
Feral Zombie, 293
Fire Elemental, Huge, 95
Fire Elemental, Medium, 95
Fire Giant Captain, 119
Fire Giant Duke, 120
Fire Giant Forgecaller, 120
Fire Giant Skeleton, 251
Flameskull, Eldritch, 100
Flameskull, Greater, 100
Flesh Golem Abomination, 135
Foe Hunter, 309
Fomorian Berserker, 101
Fomorian Shaman, 101
Forest Troll, 270
Frost Giant Jarl, 121
Frost Giant Priest of Auril, 122
Frost Giant Skald, 122
Frost Giant Wight, 282
Frostpriest of Auril, 310

G

Galeb Duhr, Elder, 104
Galeb Duhr, Greater, 104
Gelatinous Cube, Monstrous, 211
Ghastly Claw, 52
Ghost Knight, 113
Ghost Necromancer, 114
Ghost Warlock, 114
Ghoul Abomination, 116
Giant Army Ant, 295
Giant Assassin Bug, 295
Giant Bullfrog, 296
Giant Caecilia, 296
Giant Leech, 296
Giant Praying Mantis, 297
Giant Robber Fly, 297
Giant Slug, 297
Giant Spitting Cobra, 298
Giant Tarantula, 298
Giant Tiger Beetle, 298
Giant Velvet Worm, 299
Giant Wolverine, 299
Gibbering Horror, 127
Glabrezu Deceiver, 60
Gnoll Huntmaster, 128
Gnoll Matriarch, 128
Gnoll Shaman of Yeenoghu, 129
Gnoll Skeleton, 252
Gnoll Witch Doctor, 129
Goblin Alchemist, 130
Goblin Blackblade, 131
Goblin Bodyguard, 131
Goblin Chieftain, 131
Goblin Cutthroat, 132
Goblin Shaman, 132
Goblin Skeleton, 252
Goblin Skirmisher, 133
Goblin Witch Doctor, 133
Gorgimera, 45
Gorgon, Greater, 138
Goristro Juggernaut, 61
Gray Ooze, Monstrous, 212
Great Horned Owlbear, 220
Greater Will-o'-Wisp, 284
Green Hag, Elder, 145
Greenvise, 139
Grell Patriarch, 140
Grell Philosopher, 140
Grick Queen, 141
Grick Hatchling, 141
Griffon Alpha, 142
Griffon of Xvim, 142
Grimlock Brute, 143
Grimlock Cavestalker, 143
Grimlock Chieftain, 144
Grimlock Footpad, 144
Grimlock Shaman, 144
Guardian Naga, Ancient, 199
Gulguthydra, 160

H

Half-Black Dragon Bagaceratops, 148
Half-Green Dragon Megaraptor, 148
Half-Red Dragon Allosaurus, 149
Half-Red Dragon Tyrannosaurus Rex, 149
Harpy Witch, 150
Harpy Witch Queen, 151
Hatori, 300
Hex Knight, 311
Hexblade, 310
Hezrou Sergeant, 62
Hieracosphinx, 259
High Inquisitor, 311
Hill Giant Berserker, 124
Hill Giant Chieftain, 124
Hill Giant Mummy, 195
Hill Giant Skeleton, 252
Hill Giant Witch Doctor, 124
Hippogriff Alpha, 154
Hobgoblin Dreadmaster, 155
Hobgoblin Scout, 155
Hobgoblin Skeleton, 252
Hobgoblin Talon of Tiamat, 156
Hobgoblin Veteran, 157
Hobgoblin War Priest, 157
Hook Horror Alpha, 158
Hook Horror Clan Mother, 158
Horned Devil Warmaster, 71
Horrid Umber Hulk, 272

I

Ice Devil Overlord, 72
Immolith, 62
Inquisitor, 312
Iron Golem Juggernaut, 137
Ironfeather Owlbear, 220

J

Jackalwere Beguiler, 162
Jackalwere Deceiver, 163
Jackalwere Thug, 163

K

Kenku Eagle Claw, 165
Kenku Gang Boss, 164
Kenku Godfather, 165

Kenku Sneak, 165
Kobold Skirmisher, 166
Kobold Sneak, 167
Kobold Wyrmpriest, 167
Kuo-toa Exalted Whip, 169
Kuo-toa Grand Monitor, 170
Kuo-toa Harpooner, 169
Kuo-toa Monitor, 170

L

Lacedon, 116
Lamia Noble, 171
Lamia Queen, 172
Large Animated Iron Statue, 16
Large Animated Stone Statue, 16
Large Animated Wood Statue, 16
Lifeleech Otyugh, 217
Lizardfolk Berserker, 175
Lizardfolk Champion of Sess'innek, 176
Lizardfolk Skeleton, 253
Lizardfolk Swampstalker, 178
Lizardfolk Witch Doctor, 178

M

Manticore Alpha, 183
Manticore Skirmisher, 184
Manticore Stalker, 184
Mantimera, 46
Margoyle, 105
Margoyle, Greater, 105
Marid Padisha, 112
Marid Tidesinger, 111
Marilith General, 63
Marshal, 312
Medusa, Ancient, 186
Medusa, Greater, 185
Megaraptor Skeleton, 254
Merfolk Priest, 187
Merfolk Scout, 187
Merfolk Shaman, 187
Merrow Champion, 188
Merrow Shaman, 188
Mimic, Enormous, 190
Mimic, Greater, 189
Mind Flayer Assassin, 191
Mind Flayer Sorcerer, 192
Mind Flayer Warlock, 192
Mind Flayer Wight, 283
Mindmantle, 55
Minotaur Berserker, 193
Minotaur Earth Shaman, 194
Minotaur Savage Bull of Baphomet, 193
Minotaur Warrior, 194
Monstrous Centipede, 300
Monstrous Poisonous Snake, 300
Monstrous Scorpion, 301
Monstrous Spider, 301
Monstrous Squid, 301
Monstrous Tarantula, 302
Monstrous Water Weird, 279
Mordant Hydra, 161
Mosasaurus, 75
Mountain Troll, 271
Myconid Devoted, 197
Myconid Guard, 197

N

Nalfeshnee Captain, 64
Neo-Otyugh, 218
Nessian Warhound, 152
Night Hag, Elder, 146
Nightmare, Cauchemar, 200
Nothic Eye of Vecna, 201
Nothic Mindblight, 202

O

Ochre Jelly, Monstrous, 212
Ogre Bruiser, 203
Ogre Champion of Vaprak, 203
Ogre Chieftain, 204
Ogre Earth Shaman, 204
Ogre Mummy, 196
Ogre Skeleton, 253
Ogre Skirmisher, 204
Ogre Warhulk, 205
Old Black Dragon, 79
Old Blue Dragon, 80
Old Green Dragon, 81
Old Red Dragon, 82
Old White Dragon, 83
Oni Lord, 208
Oni Magi, 207
Oni Night Haunter, 206
Oni Yama-Uba, 209
Orc Archer, 213
Orc Berserker, 213
Orc Brigand, 214
Orc Champion of Gruumsh, 214
Orc Raider, 214
Orc Scout, 215
Orc Skeleton, 253
Orc Sorcerer, 215
Orc War Drummer, 215
Orc Witchblade, 216
Orc Wolf Shaman, 216

P

Pactlich, 174
Peryton Alpha, 221
Phantom Fungus, 102
Phantom Fungus, Giant, 102
Pit Fiend Aristocrat, 73
Pixie Court Trickster, 222
Pixie Queen, 222
Purple Worm Hatchling, 223
Pyrohydra, 161

Q

Quaggoth Alpha, 224
Quaggoth Thonot, 224

R

Rakshasa Ak'chazar, 225
Rakshasa Maharajah, 226
Rakshasa Naztharune, 227
Rakshasa Zakya, 228
Remorhaz, Ancient, 229
Remorhaz, Young, 229
Revenant Avenger, 230
Rhinoceros Umber Hulk, 273
Roper, Greater, 232
Royal Sorcerer Mummy, 196
Runic Shield Guardian, 245

S

Sahuagin Champion of Sekolah, 235
Sahuagin Harpooner, 236
Sahuagin High Priestess, 236
Sahuagin Hunter, 237
Sahuagin Reaver, 237
Sahuagin Sea Witch, 238
Sahuagin Storm Sorcerer, 238
Salamander Captain, 239
Salamander Flamebrother, 240
Salamander Noble, 240
Satyr Beguiler, 241
Satyr Trickster, 241
Sea Hag, Elder, 147
Sergeant, 313
Shadow Demon, Greater, 65
Shadow Fist Assassin, 314
Shadow Fist Initiate, 313
Shadow Fist Master, 314
Shadow Stirge, 261
Shadow, Greater, 243
Shambling Mound, Greater, 244
Shaytan Deva, 13
Shaytan Planetar, 13
Shaytan Solar, 14
Skald, 315
Skeleton Captain, 248
Skeleton Champion, 248
Skeleton Knight, 248
Skeleton Warrior, 248
Skirmisher, 315
Skirmisher Elite, 316
Skullcrusher Ogre, 205
Skum Beast, 11
Skum Hulk, 11
Skum Minion, 11
Spined Devil Crippler, 74
Spined Devil Scout, 74
Spinosaurus, 75
Spirit Naga, Ancient, 198
Spore Zombie, 293
Sprite Keeper of the Grove, 260
Sprite Warden of the Grove, 260
Stone Giant Earth Shaman, 125
Stone Golem Sentinel, 136
Storm Giant Stormguard, 126
Storm Priest, 316
Storm Shaman, 317
Storm Sorcerer, 317
Succubus Dark Whisperer, 262
Swarm of Crawling Claws, 52
Swarm of Stirges, 261
Sword Spider, 302

T

Tarrasque (Variant), 263
Thri-kreen Psi-Warrior, 264
Thri-kreen Sandstalker, 264
Tiger Umber Hulk, 273
Treant Keeper of the Grove, 266
Troglodyte Brute, 267
Troglodyte Chieftain, 268
Troglodyte Hunter, 268
Troglodyte Shaman, 268
Tyrannosaurus Skeleton, 254

U

Uchuulon, 47
Ultimate Tyrant, 31
Urophion, 233

V

Vampire Lord (Blackguard), 276
Vampire Spawn Assassin, 277
Vampire Spawn Sorceress, 278
Vampire Spawn Warrior, 278
Violet Fungus, Giant, 103
Violet Fungus, Monstrous, 103
Vrock Doomsayer, 65

W

War Hippogriff, 154
War Troll, 271
Water Elemental, Huge, 96
Water Elemental, Medium, 96
Wererat Captain, 181
Wererat Pack Lord, 181
Wererat Thug, 182
Werewolf Pack Lord, 182
White Slaad, 256
Wight Captain, 280
Wight Champion, 281
Wight Hexblade, 281
Wight Warlock, 282
Winter Wolf Alpha, 303
Winterclaw Owlbear, 220
Wolf Skeleton, 254
Worg Alpha, 303
Wyvern, Ancient, 287

Y

Yeti Chieftain, 289
Yeti Shaman, 290
Yeti Snowstalker, 290
Yochlol Elder, 66
Young Adult Black Dragon, 79
Young Adult Blue Dragon, 80
Young Adult Green Dragon, 81
Young Adult Red Dragon, 82
Young Adult White Dragon, 83
Young Kraken, 168
Young Purple Worm, 223
Young Roc, 231
Yuan-ti Abomination Champion, 291
Yuan-ti Malison Junglestalker, 292

Z

Zuggtmoy-Touched Shambling Mound, 244
Zuggtmoy-Touched Shrieker, 103

Over 320 pages and 475 new creature stat blocks!

Monster Manual Expanded **is a 320-page source of content that supplements the Monster Manual. It provides Dungeon Masters more options and flexibility in designing adventures and dressing up their dungeons with a wider variety of critters and characters that are based on the Monster Manual. It also adds over 470 new creatures and variants that give a nostalgic and classic feel that Dungeon Masters experienced with the older editions will enjoy using.**

"A fantastic resource for DMs that want to keep players on their toes or want stronger or weaker variants of certain monsters."

- Comicbook.com

"Monster Manual Expanded does a fantastic job of lovingly recreating monsters that were sadly missing from 5e."

- Nerdimmersion

"The variants are more than additional stats for DMs to memorize; they are reference materials that enhance the known lore of beloved creatures, giving more clues to their ecological life histories and/or societal structures."

- Bob World Builder

"The creativity and attention to detail that went into this already makes it must have companion to your MM."

- D&D Character Lab

"It gives you a wealth of options at various levels which just creates more replayability. Very well done! Well worth your money!"

- Allthingslich